TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID

THE BOARD GAME

SHADOW MOSES CAMPAIGN

1-4 PLAYERS

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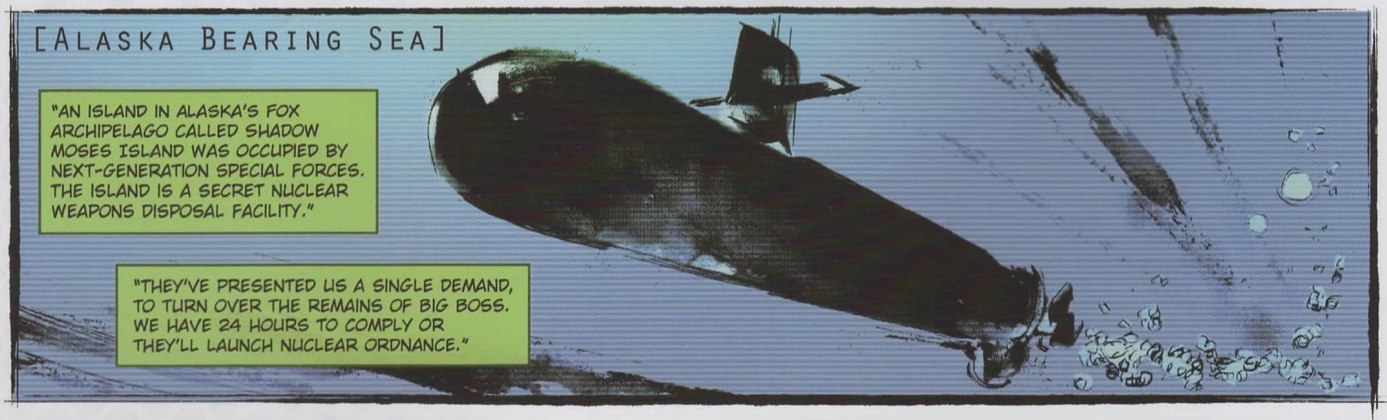
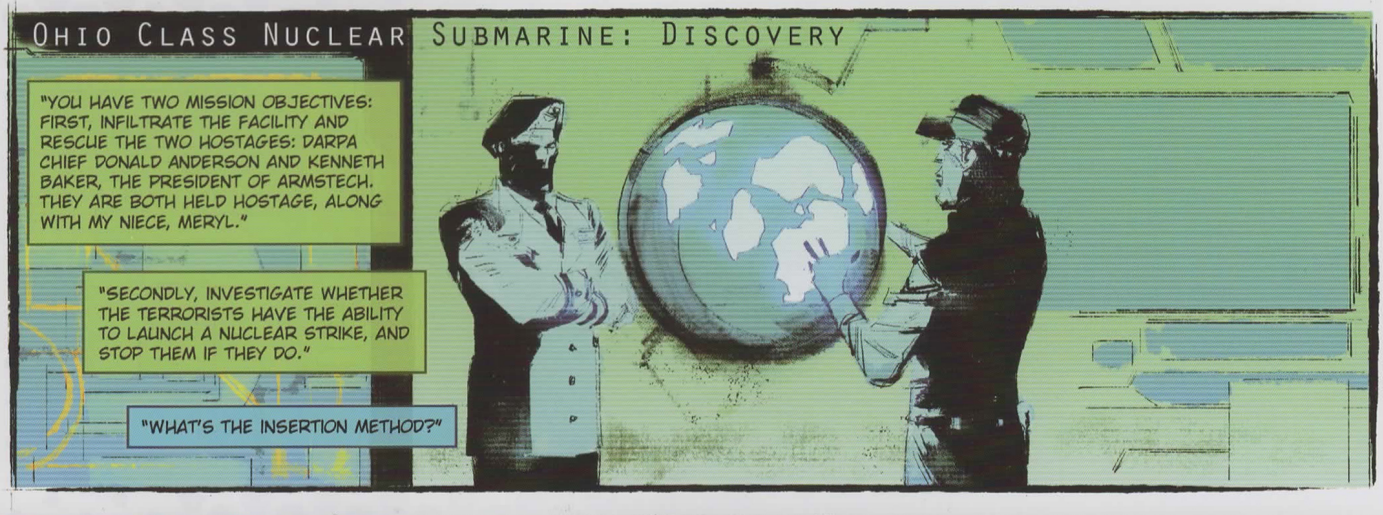
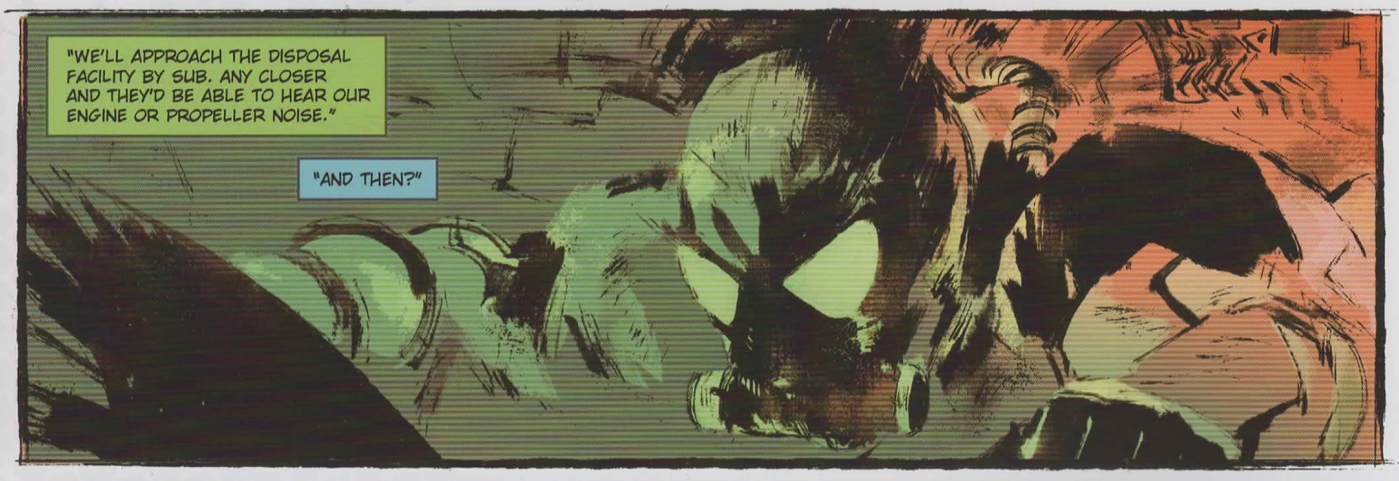
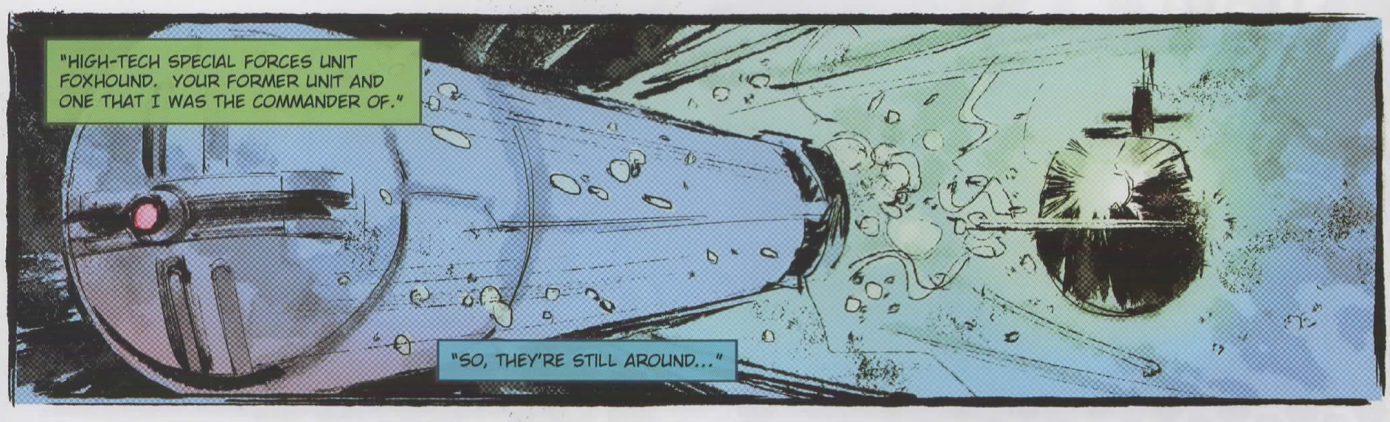
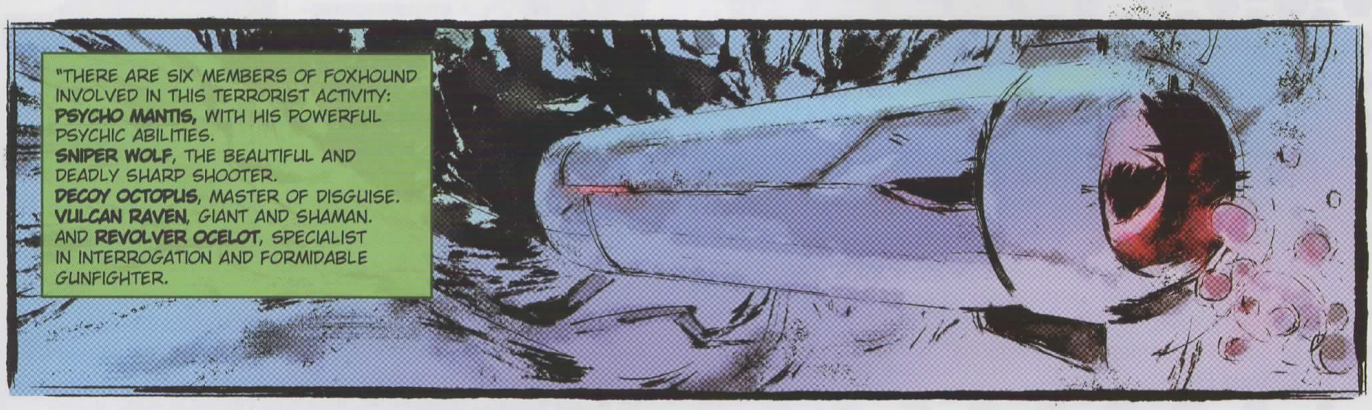

[ALASKA BEARING SEA]
"AN ISLAND IN ALASKA'S FOX ARCHIPELAGO CALLED SHADOW MOSES ISLAND WAS OCCUPIED BY NEXT-GENERATION SPECIAL FORCES. THE ISLAND IS A SECRET NUCLEAR WEAPONS DISPOSAL FACILITY."
"THEY'VE PRESENTED US A SINGLE DEMAND, TO TURN OVER THE REMAINS OF BIG BOSS. WE HAVE 24 HOURS TO COMPLY OR THEY'LL LAUNCH NUCLEAR ORDNANCE."

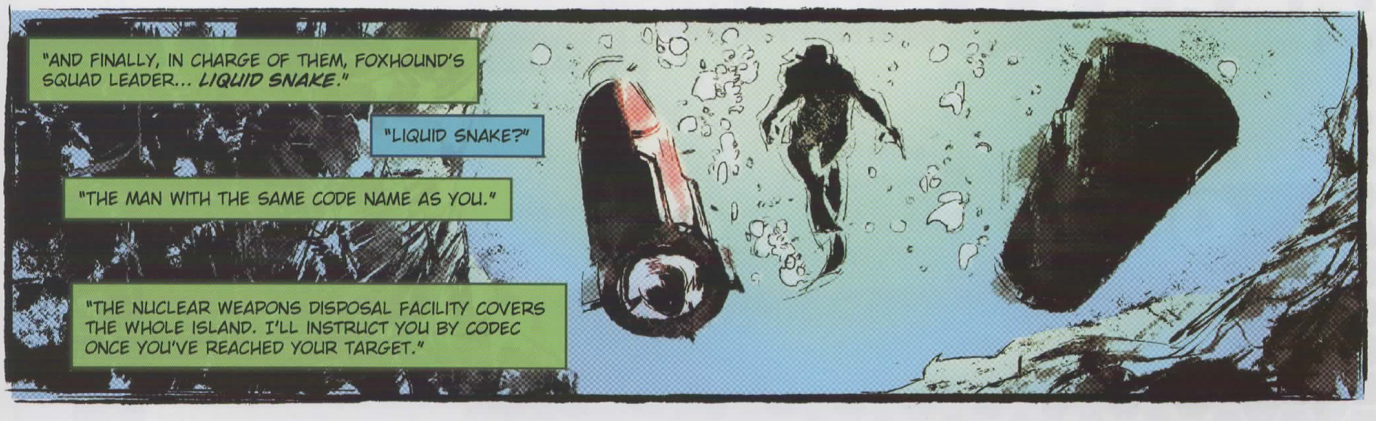

OHIO CLASS NUCLEAR SUBMARINE: DISCOVERY
"YOU HAVE TWO MISSION OBJECTIVES: FIRST, INFILTRATE THE FACILITY AND RESCUE THE TWO HOSTAGES: DARPA CHIEF DONALD ANDERSON AND KENNETH BAKER, THE PRESIDENT OF ARMSTECH. THEY ARE BOTH HELD HOSTAGE, ALONG WITH MY NIECE, MERYL."
"SECONDLY, INVESTIGATE WHETHER THE TERRORISTS HAVE THE ABILITY TO LAUNCH A NUCLEAR STRIKE, AND STOP THEM IF THEY DO."
"WHAT'S THE INSERTION METHOD?"

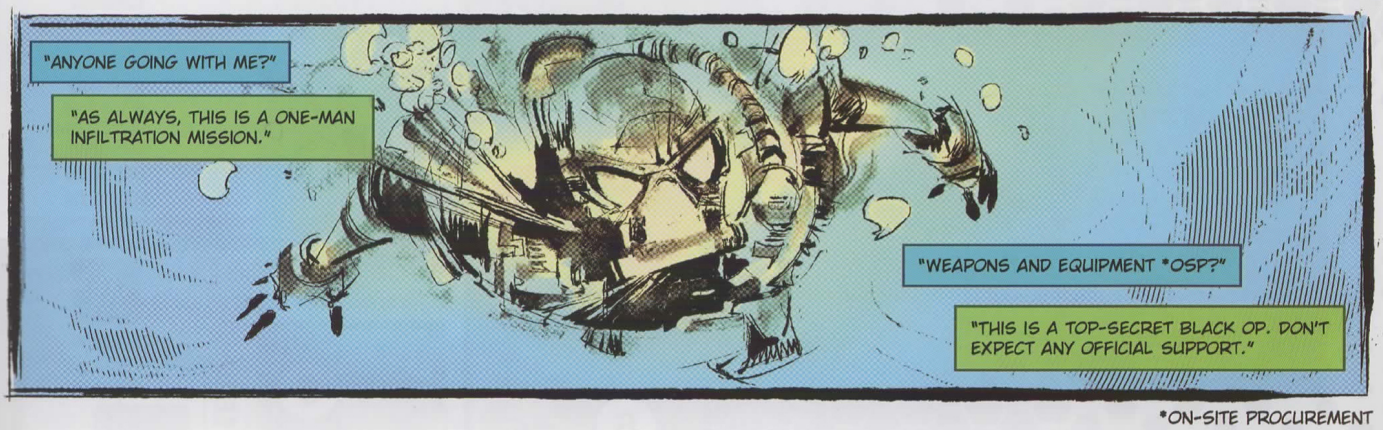

"WE'LL APPROACH THE DISPOSAL FACILITY BY SUB. ANY CLOSER AND THEY'D BE ABLE TO HEAR OUR ENGINE OR PROPELLER NOISE."
"AND THEN?"

"WE'LL LAUNCH A ONE-MAN SWIMMER DELIVERY VEHICLE. AFTER THE SDV GETS AS CLOSE AS IT CAN, DISPOSE OF IT. AFTER THAT, YOU'LL HAVE TO SWIM."
"WHO ARE THESE TERRORISTS?"









*ON-SITE PROCUREMENT

STAGE 1

Sneaking Stage (30 minutes) 1

Snake

Campbell

Snake: This is Snake. Colonel, can you hear me?

Campbell: Loud and clear. What's the situation, Snake?

Snake: Looks like the elevator in the back is the only way up.

Campbell: Just as I expected. You'll have to take the elevator to the surface. But make sure nobody sees you.

Let's go over some of the basics, in case you need a refresher. Your mission is divided up into stages. At the top, you'll see this is Stage 1. Just under the stage title, you'll see how many players can play this stage and the type of stage.

Snake: It says this is a Sneaking Stage for 1 player, so I'm going in alone on this one.

I did say this was a one-man infiltration mission. But many other stages support more characters. There are two types of stages—Sneaking and Boss Stages—and each stage has its own setup and special rules. Don't worry. I'll instruct you by Codec on how to set up each stage once you get there. For now, just follow the directions below to set up Stage 1.

► STAGE SETUP

1. Board Tile
2. Elevator Shaft Tile
3. Elevator Tile
4. Guard Priority Token
5. Event A Token
6. Guard Figures (pay attention to facing)
7. Snake Figure

Snake: Got it.

Look at the Map. See the orange border around it? That shows the boundaries of a zone. This map only has 1 zone, but other stages could have several.

► GUARD BOARD SETUP

Sneaking Stages require the Guard dashboard to be set up, following these steps:

8. Place the Guard dashboard near the map.
9. **Guard Order deck:**
   - A. Shuffle the 7 Red Guard Order cards.
   - B. Shuffle 10 of the 20 Blue Guard Order cards, returning unused cards to the box.
   - C. Stack the blue cards above the red cards to form the Guard Order deck, placing them near the indicated section of the Guard dashboard.
10. **Guard Reaction deck:** Shuffle the 6 Guard Reaction cards, placing them near the indicated section of the Guard dashboard.

Now that you're done setting up the stage, set up your player area. You'll set up your player area the same way in every stage, so we won't repeat it every time. Just remember to do this each time you're setting up a stage.

► PLAYER SETUP

11. Place **Snake's Player dashboard** in front of you.
12. Place Snake's **4 Action tokens** and his double-sided Attention token near you.
13. Place all black and white dice, 1, 5, ✦, ●, and ☠ tokens in a pool near you.

Each stage has an objective you must complete...

► OBJECTIVE

► Interact with the Elevator while your ! is not on the map.

... as well as conditions that make you fail your mission.

► FAILURE

► Snake is Killed in Action (KIA).

OR

► The Game Over card is revealed.

Remember your objective. You just need to activate the elevator with the Interact action while your Alert ! token is not on the map.

But the elevator isn't here.

Right. You'll have to wait for it to come back down. See that A token on the map? Whenever you move into a space with an Event token, you'll follow the directions in the Events section for the matching letter. In this case, the elevator will come down.

EVENTS

When a player figure moves onto an Event token, immediately resolve the labeled section in the Campaign book matching the letter on the token. If this occurs in the middle of a player's action (such as a Dash), they continue their action after resolving the event.

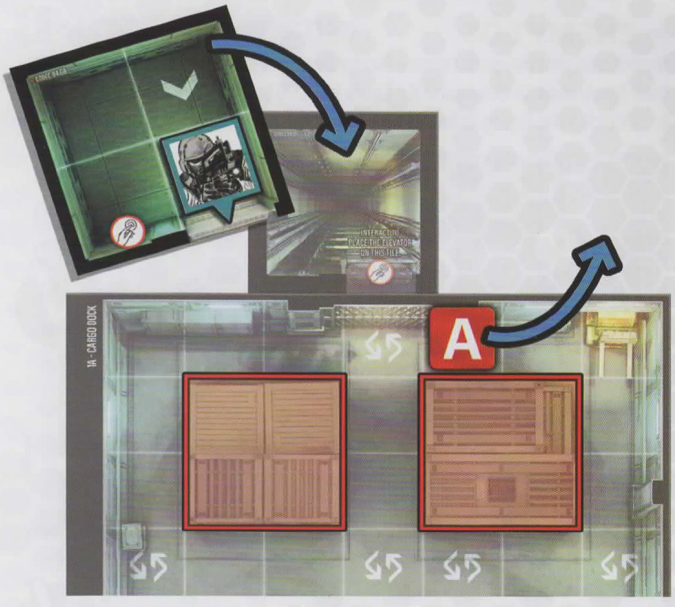
► EVENT A

► Remove Event A and place the Elevator tile on the Elevator Shaft tile, and a Guard on the tile as shown in the diagram.

In every stage, you'll follow the same order of action. First, the players take their turns. Then, the enemy will take their turn. The players can take their turns in any order, but a player must finish their turn before the next player starts theirs. Snake, see your 4 Action tokens?

Yeah, let me guess—I can take up to four actions each turn.

Exactly. Take a look at your dashboard...



At the start of a round, you'll reclaim any Action tokens you've used. Then, you'll take some actions. Do you see the large circles on your Player dashboard? Those are action slots and represent the actions you can take. When you want to take an action, place Action tokens on its action slot. Most actions cost 1 Action token, but Combo Attack and Silent Takedown cost 2. If you want to take the action again, you can stack the Action tokens equal to the action cost on the same action slot.

Got it.

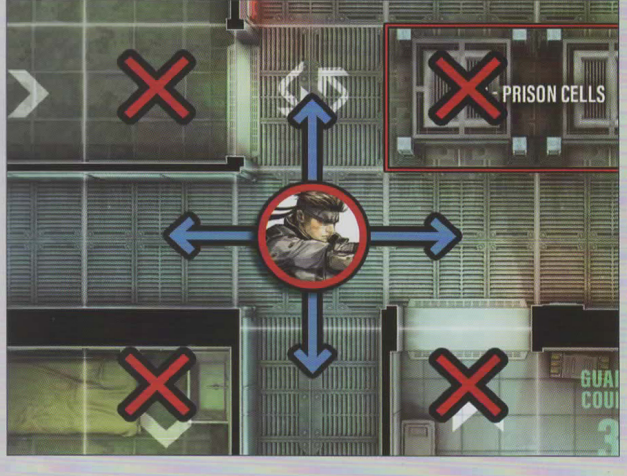
Let's go over some of the actions you can take.

PLAYER ACTIONS

Sneak: 1 Action
Move 1 space.

Dash: 1 Action
Move 2 spaces.

MOVEMENT



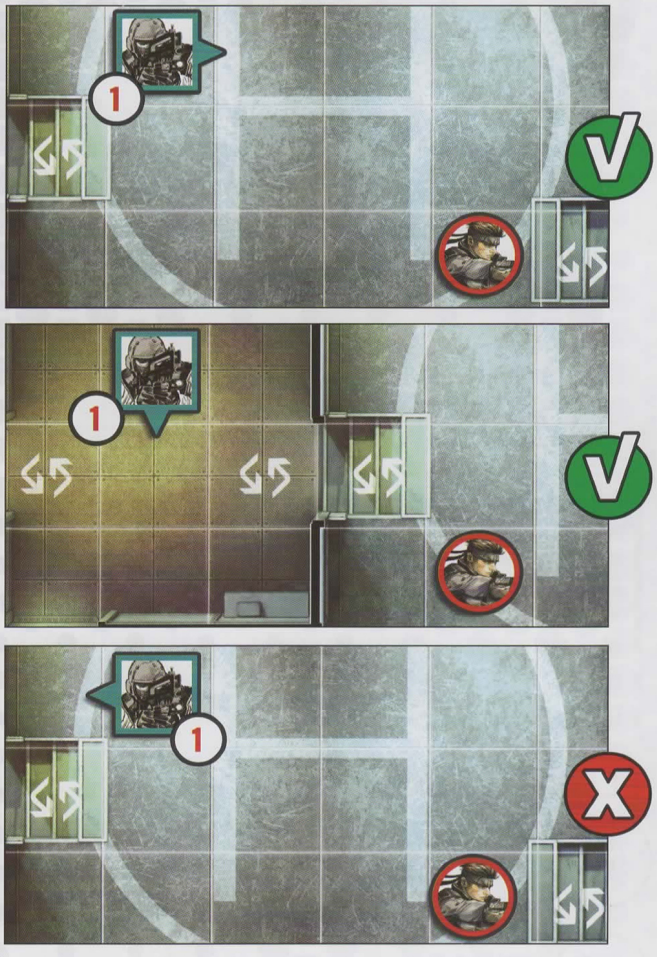
All movement is done orthogonally, never diagonally. Two figures can never occupy the same space. When moving into a space with another figure, it instead moves over (leapfrogs) that figure. Leapfrogging over any number of adjacent figures is still considered 1 space of movement.

Be careful, Snake. Don't let the Guards see you.

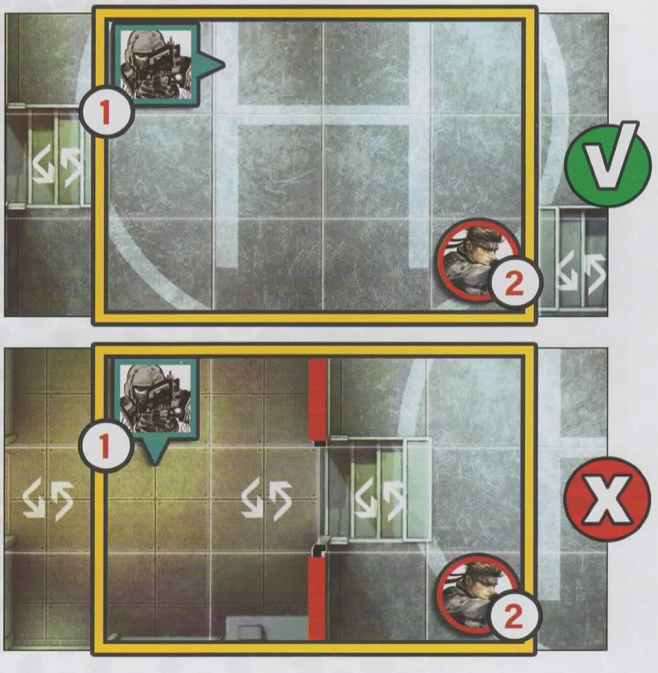
► ENEMY LOS

Guards and other enemies have a facing direction, indicated by the arrow on their figure base. To determine if a figure has LOS to another, follow these rules:

1. Check if the figure is facing towards the row or column its target is in.



2. Draw an imaginary box on the outer edge of both figures and/or tokens. There should be no obstacles anywhere within the box (such as walls or locked doors).



If both conditions are met, the figure has LOS to its target.

ATTENTION TOKEN

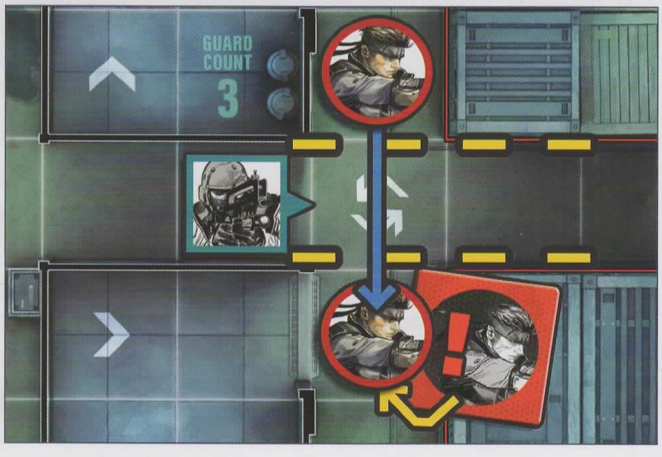
Each player character has an Attention token with an Investigate side (?) and an Alerted side (!). When a character makes noise or is seen by a Guard, this token is placed on the map.

Colonel, what's the difference between the (?) and (!) sides of the Attention token?

The (?) means that you got a Guard's attention. The closest Guard will move towards it to investigate, but they aren't alerted to your presence yet. The (!) means that the Guards are alerted to your presence and have set off the alarm, usually when you are spotted by a Guard. Any time you move into a Guard's LOS, place your Attention token under your figure with the (!) side faceup.

While your (!) is on the map, the Guards in your zone will come after you, Snake. So, try to stay out of sight.

If a player is ever in the LOS of a Guard for any reason (even newly spawned or revived Guards), they are alerted and the player's (!) must be placed under their figure. If the player begins a move in the LOS of a Guard or moves through the LOS of one as part of a move, place their (!) under their figure after completing the move.



And if it comes down to it, you can take out a Guard using hand-to-hand combat. Remember, you need to be adjacent to the Guard to do so, meaning you're one space that is not diagonal away.

Hand-to-Hand Attack: 1 Action
Attack an adjacent figure. Roll ⬡. Deals ✦.

Combo Attack: 2 Actions
Attack an adjacent figure. Roll ⬡⬡⬢. Deals ✦.

ATTACKING GUARDS

All attacks are resolved with dice. The player rolls the dice indicated by the action on their dashboard. Compare the dice results from the attack against the target's Defense. For every result equal to or greater than their Defense, 1 point of damage is dealt.
Melee attacks without a weapon only deal ✦ damage.
KO DAMAGE: When a figure is dealt KO damage, place 1 ✦ by their figure. If a Guard is dealt KO damage equal to or exceeding their health, the Guard is knocked out. If a Guard is knocked out, replace their figure on the map with a ✦ with its 2-star side faceup.
When a player deals damage but does not KO or defeat a Guard before the end of their turn, the enemy is alerted and the player's (!) must be placed under their figure at the end of their turn.
***NOTE:** Enemies can be alerted even if they have no LOS to players.*

Knocking out a Guard could buy you some time... but be careful. The scuffle could draw some unwanted attention.

White Dice: Any time a player rolls white dice and any ! are rolled, the player draws attention to their space.

Drawing Attention: Several actions and effects will draw attention to a player's space. If a player draws attention, check for their Attention token and do 1 of the following:

- If the player's Attention token is not on the map, place it under their figure with its ? side up.
- If the player's Attention token is already on the map, move it to their space without changing its side.

There are also ways to take down a Guard without making too much noise.

Silent Takedown: 2 Actions
If you are behind an adjacent Guard, replace the Guard with a 💀.

Once you've taken out a Guard, it might be a good idea to move the body. You might be able to hide the body somewhere where the Guards are not likely to look.

Drag Body: 1 Action
Pick up 1 ✦ or 💀 in your space or an adjacent space. Then, move 1 space and place the token in an empty adjacent space.

You can interact with some objects in your environment. For example, the Elevator that you need to take to reach the surface.

Interact: 1 Action
Interact with an element on the map with the in or on the edge of the player's space, such as Elevators or locked Doors.

In some situations, you may want to create a diversion.

Knock: 1 Action
Draw Attention to your space. This will result in your Attention token being placed in your space. If it is already on the map, move it to your space without changing its side. Otherwise, place it under your figure with its ? side up.

It's always best not to draw too much unwanted attention.

Got it.

Colonel, what is this Focus action?

Don't worry about that for now. We'll brief you on that once you get to the surface.

Noise Check: During a mission, players will make noise (intentionally or accidentally) which may draw Guards to that noise. At the end of each player's turn, if there is a Guard in their zone, they roll for each Action token on their Noisy actions. If any ! are rolled, the player draws attention to their current space.

Once you're done with your turn, the Guards will move.

► ENEMY PHASE

The Enemy phase begins after all players have taken their turns. Resolve the enemy's turn by drawing and resolving a Guard Order card from the top of the deck.

SECTION 1: GUARD ACTION

Resolve the Guard action as follows:

Waken Guard (Active Zones):

Remove each ✦ and spawn a Guard in its place. Then, flip all ✦ to their 1-star ✦ side.
NOTE: *Players decide which way Guards face when placing them, with the only restriction being Guards cannot be placed facing obstacles such as walls or locked doors.*

Guards that you knock out won't stay down forever. Make sure you're not around when they wake up.

Radio-In (Active Zones):

Guards report in. The Guard Count in each zone's Barracks represents how many Guards should be patrolling that zone. Count the number of Guard figures in the zone. For each Guard less than the Guard Count in an active zone, spawn a Guard on in the barracks.
NOTE: 💀 *and* ✦ *do not count towards the total Guard Count.*

SPAWNING A GUARD

Place a Guard figure in the target space if there are no figures in that space. If it cannot be placed in that space, place it in an adjacent space that has no figures in it. If there are multiple adjacent spaces with no figures, the players choose which space to place the Guard in.
If a Guard is still not able to be placed because there are no eligible spaces or there are no Guard figures left in the supply, instead, take the top Guard Order card, reveal it, and place it on the bottom of its deck.
NOTE: *If you need to spawn more than 1 Guard, spawn each Guard one at a time.*

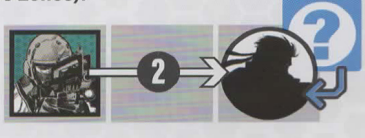
SPAWNED GUARD FACING

When a Guard figure is taken from the supply and placed on a ❯ icon on the map, the ❯ icon dictates the Guard's facing. Otherwise, the players may orient the Guard in any direction that is not facing obstacles such as walls or locked doors.

Lost Contact:

For every 3 💀 on the map, take the top Guard Order card, reveal it, and place it at the bottom of its deck.

Stay Alert (Active Zones):



All players within 2 spaces of a Guard without obstacles in-between must place or move their ? under their figure. If their ! is already on the map, nothing happens.

Snake

Campbell

STAGE 1 - CARGO DOCK (TUTORIAL PART 1)

II Section 2: Cameras

Ignore this section if there are no Cameras on the map.

> We'll skip this section for now since you don't need to worry about it for this stage.
>
> Each Guard will now activate. Snake, do you remember the Guard Priority token that was set up earlier?
>
> Yeah.
>
> The Guards will activate starting with the Guards in the row closest to that token, so watch their pattern carefully.

III SECTION 3: ACTIVATE GUARDS

Activate Guards in all active zones, starting with the zone closest to the Guard Priority token. When a Guard activates, it becomes the active Guard and will do a variety of things during their activation that will depend on the mode they are in.

The Guard Priority token represents the top left corner of the map. The Guards in that zone will activate from top to bottom, left to right, starting with the Guards in the top row closest to the Guard Priority token. If there is more than 1 Guard in that row, then they will activate from left to right.

***NOTE:** Normally, each Guard in EVERY active zone will activate. As this mission only has 1 zone, we will refer to it simply as the zone.*

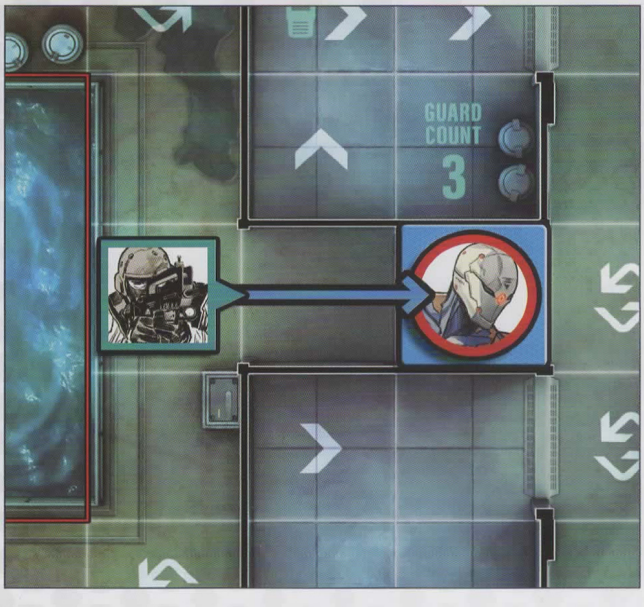
► GUARD ACTIVATION

CHECK LOS AND REACTION

IMPORTANT! The active Guard ends their movement after they either attack a player, resolve any Guard Reaction, or is unable to move any further (see Rulebook, pg. 19).

- **Check for LOS to a Player:** Any time the active Guard has or gains LOS to a player, place the player's ❗ under their figure if it is not already there. If there is more than 1 player in the active Guard's LOS, they attack the nearest player.
- **Check for Guard Reactions:** Any time the active Guard is on any Attention ❗ / ❓ or Guard ✦ / 💀 tokens, it resolves a Guard Reaction.

***NOTE:** An active Guard may find themself in a position where they need to resolve an attack and a Guard Reaction at the same time. In this case, always resolve the attack first.*



DETERMINE GUARD MODE

Check the following conditions to determine the active Guard's mode:

ALERT MODE: There is at least 1 ❗ in the active Guard's zone.

INVESTIGATE MODE: The active Guard is not in Alert mode and is the nearest or tied for nearest Guard to any ❓, or there are any ✦ / 💀 in their LOS or in the LOS of a Camera in their zone.

PATROL MODE: The active Guard is neither in Alert nor Investigate mode.

The bottom portion of the Guard Order card shows the maximum number of spaces the Guard will move, unless they are required to stop. This could happen as a result of acquiring LOS on a player, moving into a space with an Attention ❗ / ❓ or Guard ✦ / 💀 token, or running out of available spaces along the shortest path.

If the active Guard is in Alert mode, use the RED number.

In all other cases, use the BLUE number.

GUARD ROTATION WHEN FACING AN OBSTACLE

If a Guard figure is blocked (facing obstacles such as a wall or locked door), rotate it to face the closest space from its current direction that is not blocked. If there is more than 1 such space, rotate it in the direction of the arrow on the Guard Order card until it is not blocked.

SHORTEST PATH

Figuring out the shortest path is very important. Any time you need to determine the path a Guard takes to a space or when determining distance, the shortest path is always used.

The shortest path is the one with the fewest number of spaces between two spaces on the map that does not cross obstacles like walls or locked doors. Guards can also leapfrog over other Guards.

In some cases, there could be more than 1 path that has the fewest number of spaces. In those cases, the shortest path is the path that requires the fewest turns. If there is more than 1 path that has the fewest number of spaces and requires the fewest number of turns, the players may decide which path to use.

Any time a Guard **would** move into the next space on the shortest path to their target space, they will turn to face the space's direction. The Guard will **ONLY** move along this path, including while leapfrogging. If there are no available spaces on this path, they **MUST** end their movement.

ALERT MODE

When there is at least 1 ! in the active Guard's zone.

The active Guard is in Alert mode. They will attempt to move into the space of the nearest ! in their zone, moving spaces up to the RED number on the Guard Order card, along the shortest path (see Shortest Path, previous page).

INVESTIGATE MODE

When the active Guard is the nearest or tied for nearest Guard to any ?, or there are any ✦ / 💀 in their LOS or in the LOS of a Camera in the zone.

The active Guard is in Investigate mode. They will attempt to move into the space with the nearest ? in their zone, moving spaces up to the BLUE number on the Guard Order card, along the shortest path if they are the nearest or tied for nearest Guard to it. Otherwise, they will attempt to move towards the nearest ✦ / 💀 in their LOS or LOS of a Camera in the zone by the same means, instead.

PATROL MODE

The active Guard is in Patrol mode. A Guard in Patrol mode does not have a target space that they are moving towards. Instead, they patrol their zone for any signs of intrusion, moving spaces equal to the BLUE number on the Guard Order card using the following rules:

The Guard will move in the direction they are facing as far as they can. If they would move into an obstacle such as a wall or locked door, or there are no more available spaces in the direction they **would** move, the Guard will find a new path (see Finding a New Path, below).

- **On a ➤ icon, regardless of movement remaining:** Turn the Guard to face the indicated direction and continue their movement, if any.
- **On a *visible ↰↱ with remaining movement:** Ignore the icon and do not rotate.
- **On a *visible ↰↱ having exhausted all available movement without gaining LOS to a player:** The Guard will find a new path (see Finding a New Path).

***NOTE:** Locked door tokens cover ↰↱ icons in their space causing Guards to ignore them.*

FINDING A NEW PATH

An active Guard may need to find a new path when they would not be able to move further in their current direction, or end their movement on a ↰↱. They will do this by turning either left or right to face a direction that has at least 1 unoccupied space they can potentially move into (e.g., around corners). If there are available paths both to the left and right, the active Guard will turn in the direction ↰ / ↱ shown on the Guard Order card. If there are no paths to the left or right, the active Guard will turn in the direction ↰ / ↱ on the Guard Order card until they face a path they can move into. If they have turned 360 degrees around without finding a path, they end their activation.

► ATTACKING A PLAYER

The Guard attacks the nearest player in their LOS, according to the shortest path. That player rolls ⬢⬢ as indicated on the Guard dashboard, dealing 1 damage to the player for each roll equal to or greater than their Defense. Mark the damage by placing Damage tokens on their dashboard.

When a player takes damage equal to or greater than their health, that player is Killed in Action (KIA) and the players fail the stage. After resolving the attack, check to see if the Guard is on an Attention ! / ? or Guard ✦ / 💀. If so, proceed to Guard Reaction (below).

Otherwise, the Guard has completed their activation.

► GUARD REACTION

Draw the top Guard Reaction card from the deck. Resolve each Attention ! / ? and Guard ✦ / 💀 token in the space as instructed by the Guard Reaction card, 1 at a time, from top to bottom, until there are no tokens remaining in the Guard's space or the Guard moves to another space due to an effect of the Guard Reaction card.

After resolving the Guard's Reactions, the active Guard ends their movement.

***NOTE:** Guards only react to tokens in their space during their activation.*

► END OF ENEMY PHASE

After all Guards in an active zone have activated, move on to the next active zone until all Guards in all active zones have activated.

Once all Guards in all active zones have activated, the Enemy phase ends and the Player phase begins once again.

There's only 18 hours left until their deadline.

► RUNNING OUT OF TIME

If the Game Over card is ever revealed, the game ends immediately as Snake has run out of time and failed the stage.

After you finish the steps on the Guard Order card, it's back to your turn. Each round, all the players take their turn, and then the enemy will take a turn. This continues until you complete or fail the mission.

If you fail a stage, you can set up the stage and try it again. You can also choose to restart the stage at any time.

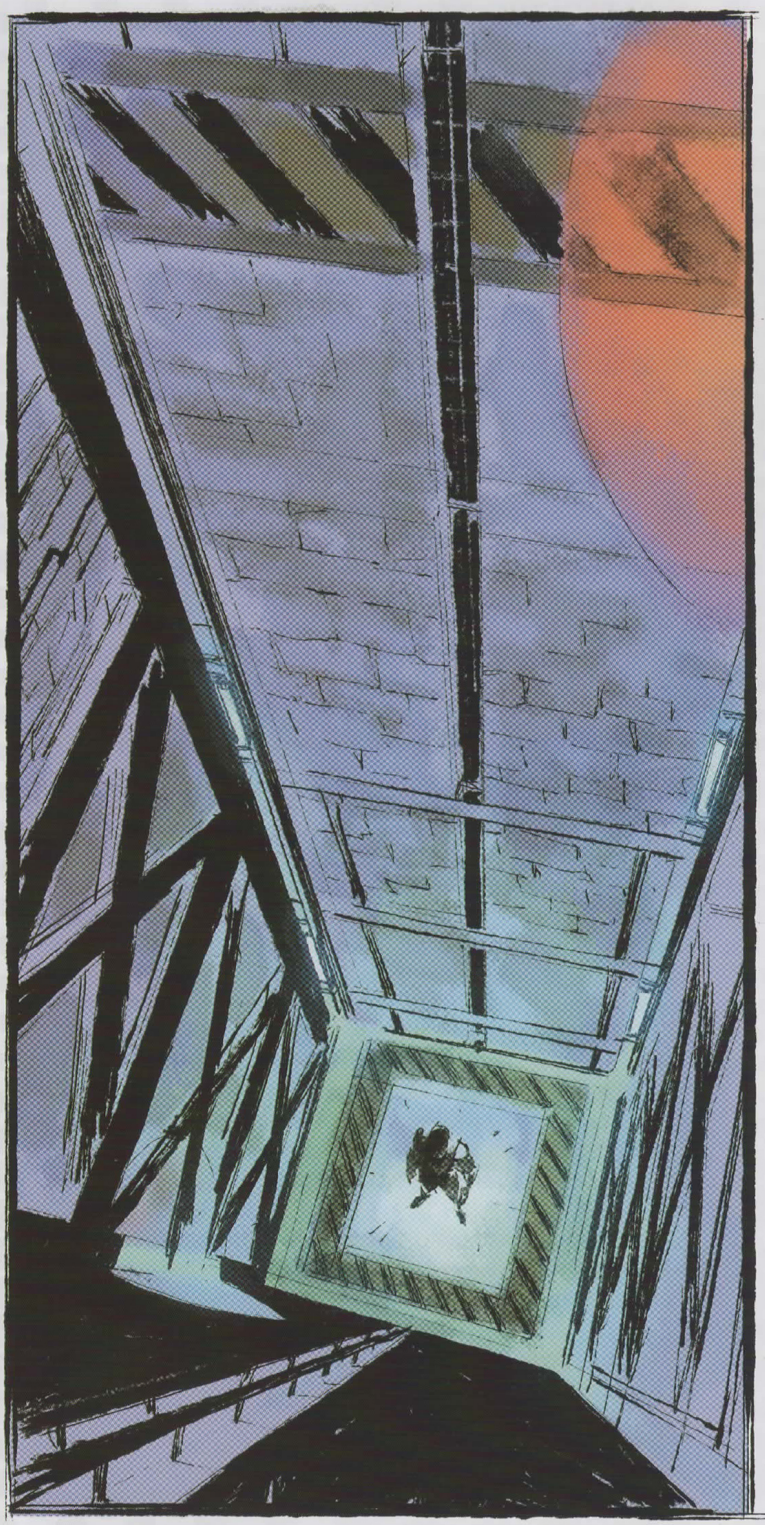
When you complete the mission's objective, read the Stage Cleared section and follow its instructions.

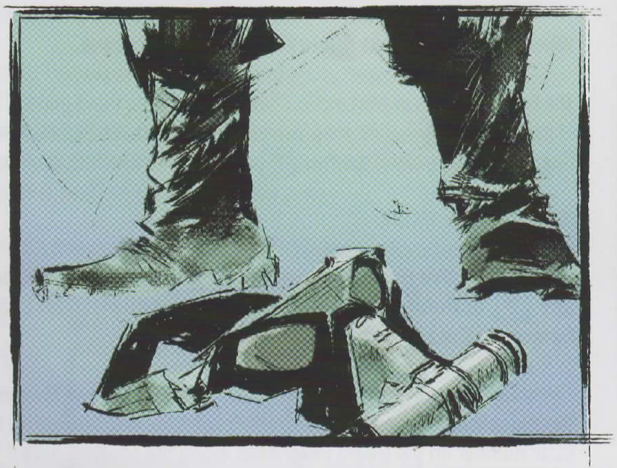
► STAGE CLEARED

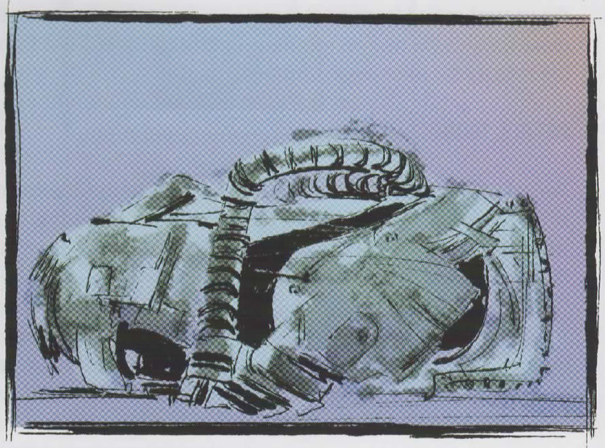
► Proceed to the next page.

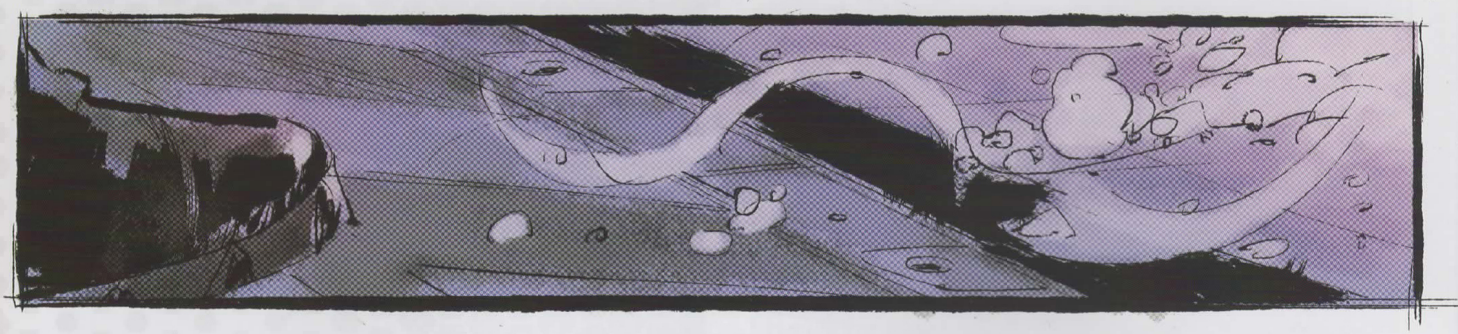
Okay, got it. I'm ready to go.

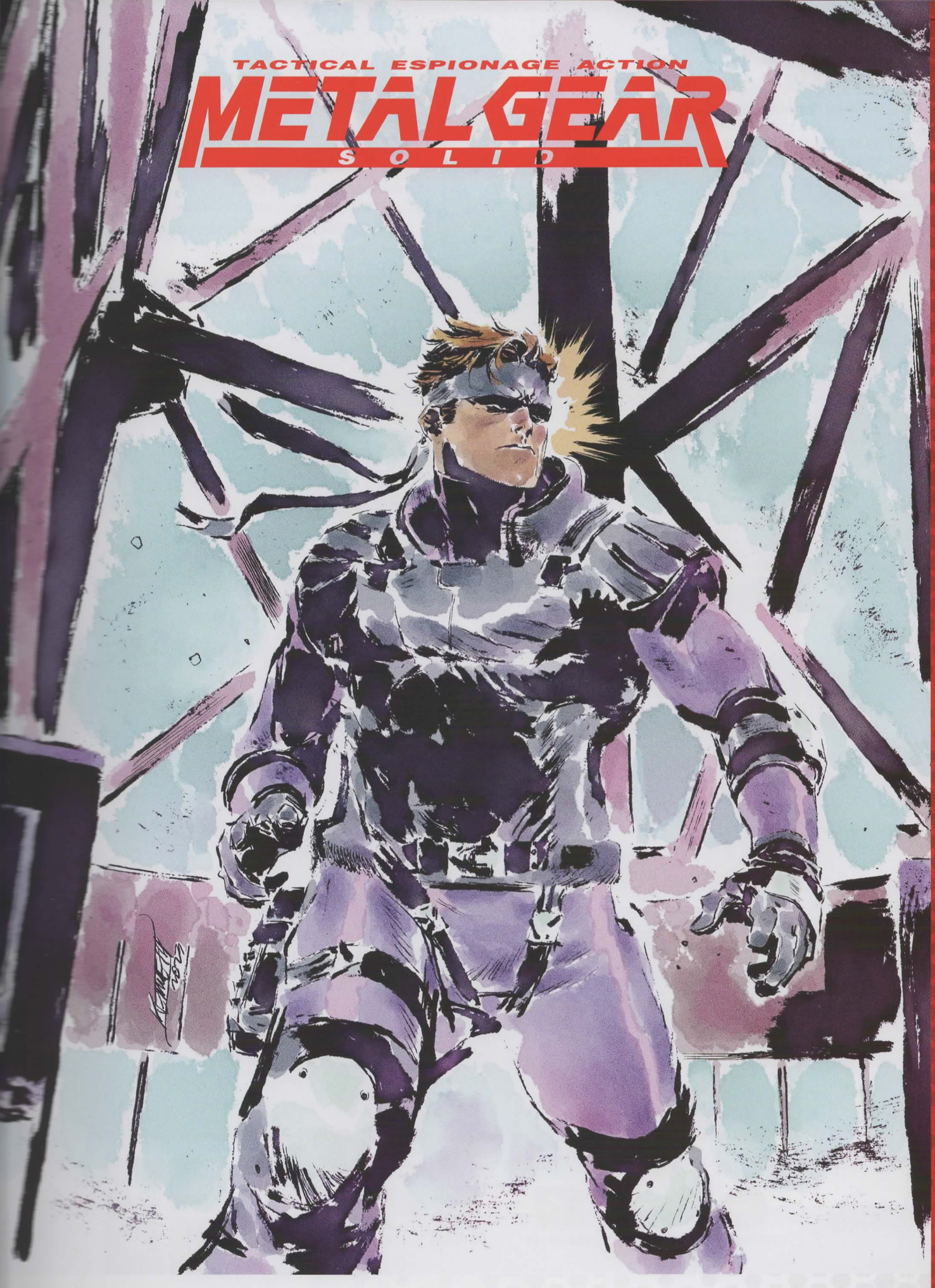
Alright, Snake. Contact me when you reach the surface.











CHAPTER 2 - IN FRONT OF THE BASE

STAGE 2

Sneaking Stage (45 minutes) 1

Snake

Campbell

Naomi

TILES USED: Heliport A, Heliport B, Heliport C, Heliport D
GUARD ORDER DECK: 7 Red cards, 13 Blue cards

- It's Snake. I'm in front of the disposal facility.
- Excellent, Snake. Age hasn't slowed you down one bit.
- How's that sneaking suit working out?
- I'm nice and dry, but it's a little hard to move.
- You'll have to bear with it. It was designed to prevent hypothermia. This is Alaska, you know.
- Take it easy. I'm grateful. If it wasn't for your suit and your shot, I would've turned into a popsicle out there. By the way, how's the diversionary operation going?
- Two jet fighters just took off from Galena and are headed your way. The terrorist radar should have already picked them up.

STARTING AREA

EVENT X2

CAMERAS X3

GUARDS X4

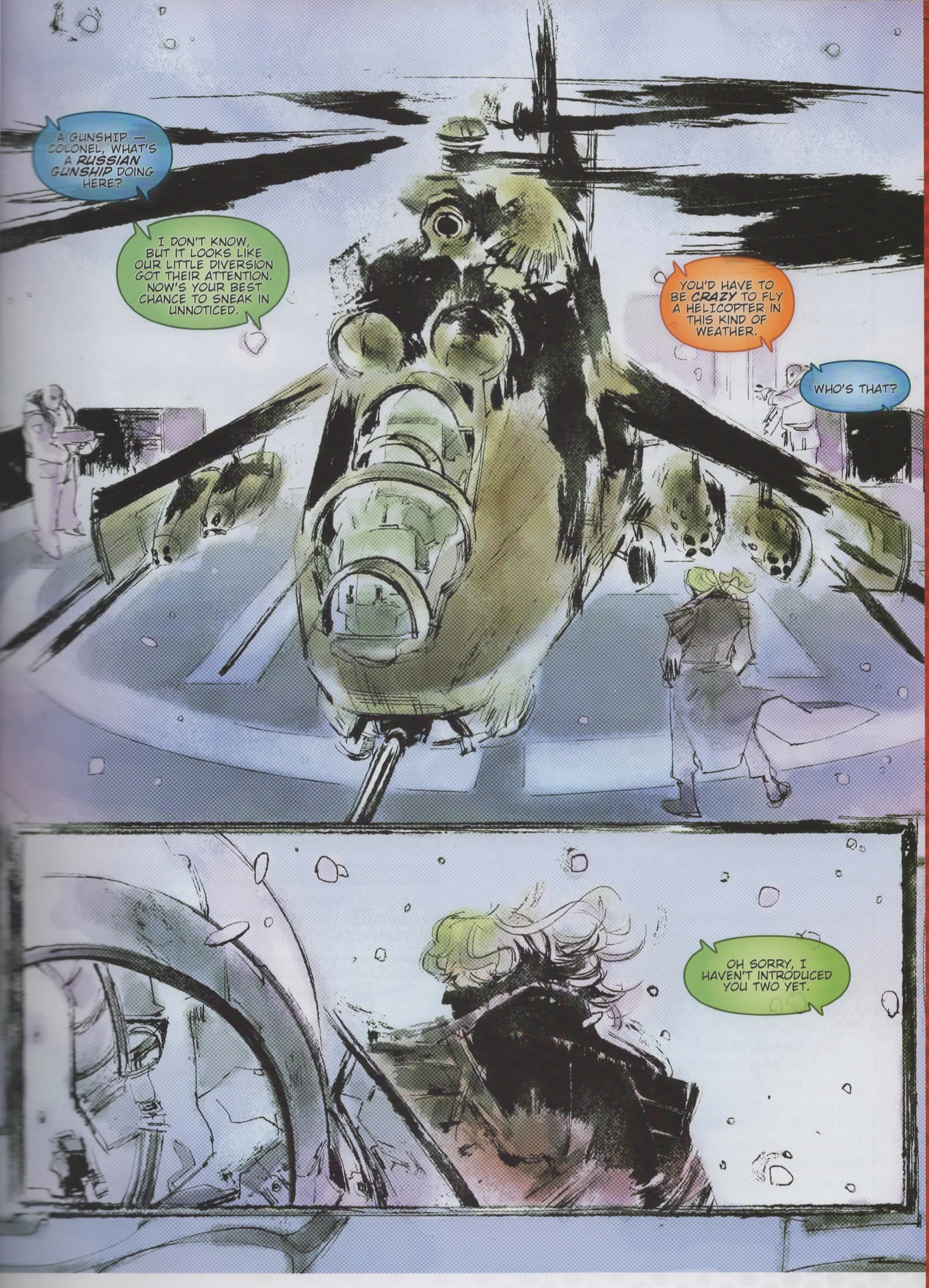
EXIT X2

OBSTACLE BLOCK LOS

2B 1B 3B 4B

STAGE SETUP

STAGE 2 - HELIPORT (TUTORIAL PART 2)


A GUNSHIP — COLONEL, WHAT'S A RUSSIAN GUNSHIP DOING HERE?
I DON'T KNOW, BUT IT LOOKS LIKE OUR LITTLE DIVERSION GOT THEIR ATTENTION. NOW'S YOUR BEST CHANCE TO SNEAK IN UNNOTICED.
YOU'D HAVE TO BE CRAZY TO FLY A HELICOPTER IN THIS KIND OF WEATHER.
WHO'S THAT?
OH SORRY, I HAVEN'T INTRODUCED YOU TWO YET.

Snake

Campbell

Naomi

Mei Ling

This is Mei Ling. She was assigned to us as our visual and data processing specialist. She designed your Codec, as well as your Focus skill system. Contact her if you have any questions about either of them.

Nice to meet you, Snake. It's an honor to speak to a living legend like yourself.

...

What's wrong?

Nothing... I just didn't expect a world-class designer of military technology to be so... young.

You're just flattering me...

No, I'm serious.

I'm surprised. You're very frank for a trained killer.

Looks like we both have a lot to learn about each other.

Yeah. I'm looking forward to meeting the man behind the legend... but first, let me explain about your Focus Token system.

► FOCUS TOKENS

Each character has a set of unique Focus tokens. Players may use any number of Focus tokens at no cost by flipping them from their active side to their inactive side (grayed out). Focus tokens that affect dice can be used by a player at any time they are rolling dice for themselves or an enemy targeting their figure. To refresh and flip a Focus token back to its active side, a player must perform the Focus action and pay the action cost shown on the inactive side of the token.

***NOTE:** Focus tokens that move player figures can only be used during a player's turn.*

SNAKE'S FOCUS TOKENS:

Reroll any die.

+2 to any die result.

-2 from any die result.

Roll -1 or Move 1 space.

***NOTE:** ❗ is not a number and cannot be modified by Focus tokens with +/- effects. However, they can be rerolled via Focus tokens with Reroll effects.*

Snake, after you use one of your Focus tokens, you must flip it to its gray, inactive side. You won't be able to use that Focus token until you flip it back to its active side. You can flip a Focus token by using the Focus action. Most of your Focus tokens only need 1 Action token to make active, but some may need more than 1 action. The inactive side shows the number of Action tokens it takes to make them active again.

Focus: X Actions
Place X Action tokens to refresh an inactive Focus token, where X is equal to its refresh cost.

Ok, so I can't use a Focus token again until I've spent Action tokens to reactivate it. Got it.

Be careful, Snake. The genome soldiers have highly developed hearing and vision due to their gene therapy. Make sure you don't let them see you.

Right. Also, there's one more thing you'll need to worry about for this stage.

Cameras: Cameras are always watching for signs of intruders in the direction they are facing. If a Camera detects a player, ✦, or 💀 in its LOS, Guards will either be alerted or come to investigate.

Camera Facing: Cameras only face 1 direction at a time. This is indicated by the orange or green vision cone on their token edges, which correspond to the color of the faceup side of the Camera Facing token. Each Guard Order card will instruct players whether to flip the Camera Facing token, changing the direction of each Camera's Line of Sight.

Surveillance cameras?

Yes. It looks like there are three on this map. If you're seen by a camera, you'll set off the alarm. So, watch out for them.

Guard Order card section:

Cameras: This icon will indicate whether the Camera Facing token will be flipped this Enemy phase or not.

***NOTE:** Cameras are always checking their LOS, so do not forget to check LOS for all Cameras when the Camera Facing token is flipped.*

Remember, except for your binoculars, you're naked. You need to arm yourself with whatever weapons and items you can find.

► OBJECTIVE

Complete the following in order:
1. Reach A
2. Reach an Exit

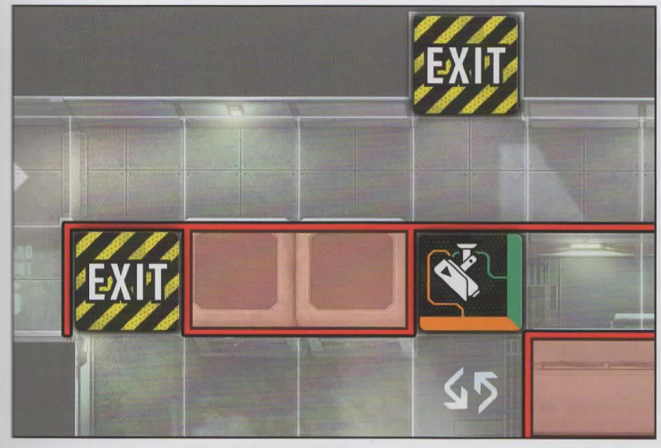
► OPTIONAL OBJECTIVE

► Reach B

Colonel, what is that optional objective?

They are objectives you don't need to complete to clear the stage. But if you can complete them, it might give you something you can use later. It's up to you, Snake.

First I want you to infiltrate the disposal site and look for the DARPA Chief. Get whatever information you can from him about the terrorists.



Exits: Some stages require players to reach an Exit space. These are marked on the map using the Exit token during stage setup. A player simply needs to end their turn with their figure on an Exit space to complete this requirement.

If you want to get in, there's the front door. It's the fastest way, but there's too much risk of being spotted by the enemy.

I can't just knock on the door and ask them to let me in. One sentry on the left and one on the right. They're armed with five-five-sixers and pineapples.

What about the air duct near the door? There should also be a duct on the second floor.

► EVENTS A AND B

- When you move into the space with A or B, place the token next to your Player dashboard.

► FAILURE

- The Game Over card is revealed.

OR

- Snake is Killed in Action (KIA).

I'll let you decide the best COA (Course of Action). I'm counting on you, Snake.

► STAGE CLEARED

- Unlock **Equipment Card #001**

Search the Equipment deck for card #001. Card numbers are listed on both the front and back of each card. Take it and place it by your Player dashboard. Try not to reveal any spoilers by looking at the front of the item cards in the deck.

Snake, you have a weapon now. You can use spend an Action token to use its Shoot action. To shoot a target, you must have them in your line of sight (LOS).

Player LOS: Determining player LOS is done in the same way as Guards, except that player figures are considered to face in all directions.

Just like attacking with a hand-to-hand attack, you'll roll the dice shown. For each result that is equal to or higher than the target's defense, you will deal damage. If you deal damage equal to the Guard's health, replace that Guard's figure with a 💀 token. You can take down Guards at a distance, but the sound will alert all the other Guards in the zone.

You're not quite so naked now, Snake?

- Unlock **Equipment Card #002**

Just like weapons, many items can be used by placing Action tokens on them.

- If you completed Optional Objective B, unlock **Equipment Card #003**.

► THE CODEC

Players may use their Codec to learn information during a mission. When a player finds a Codec number on a game component, use that number to look up its Codec entry in the Codec book to learn more about it. For example, you can get more information about the Pistol you just unlocked by looking up the Codec entry shown on the card.
Keep an eye out for Codec numbers throughout **METAL GEAR SOLID: THE BOARD GAME** to discover a secret or two!

Snake, you probably noticed Codec reference numbers on the Equipment cards and on many of the components. You can get additional information by going to the Codec reference book and looking it up by the Codec number. So, contact us by Codec anytime you want.

Got it. I'll call if I'm feeling lonely.

Seriously, Snake. We're here to back you up. So, call if you need information or advice.

Snake, I'm also in charge of your mission data. When you complete a mission, you might unlock new Equipment cards. You can place them in your Memory Box.

Memory Box?

► MEMORY BOX

The Memory Box is used to store any Equipment cards unlocked during game sessions. At the end of each game session, place all unlocked Equipment cards in the Memory Box. These may be used in any stage played next.

Yes, you can use this tuck box to store your progress. Any equipment that you unlocked can be saved in the Memory Box. Just place your unlocked Equipment cards in the Memory Box when you are done with your game session. Once you've saved Equipment cards in your Memory Box, you can use them in any missions. You have permanent access to that equipment. You can never lose them.

I see. So, once I've unlocked a piece of equipment, I can use it in all future sessions, even if I discard it during a mission.

Yes, but you have a limit of how many Equipment cards you can have equipped. That is your equipment limit. At the start of each stage, you can choose any 3 Equipment cards to equip. But, you won't be able to change your loadout until the next stage.

So, I have access to all the equipment, but I can only use 3 Equipment cards in a stage.

That's right, Snake. So, choose wisely.

Snake
Campbell
Naomi
Mei Ling

THERE'S AN INTRUDER—HE'S ALREADY KILLED THREE PEOPLE.
REALLY?
YEAH, THEY SAY HE'S USING STEALTH, TOO.
...
THERE'S AN INTRUDER BESIDES ME?

Snake, this is McDonell Miller. It's been a long time.

Master? What are you doing here?

I quit being a drill instructor, so I moved out here for some peace and quiet. I'm in retirement just like you. Once in a while I still help train the Alaskan Scouts.

Passing on the skills to a new generation, huh?

Campbell told me about the situation here. I thought I might be of some use.

There's no one I'd rather have in a foxhole than you.

Well, I know lots about survival in a harsh environment. Contact me by Codec if you have any questions.

Now that you have completed the first two stages, you should have all the basics down. From this point on, stages will support more characters. Some stages are for 1-2 players, while other stages can accommodate up to 4 players. Under the Player Count for a stage, a roster will show which characters are available at each Player Count.

I'd advise doing the stages in order, but you can do them in any order. Some of the stages have special rules specifically for that stage, so read the stage setup carefully for special rules. We'll brief you on these special rules when you get to those stages. There's also the VR Missions book that has other missions.

VR Missions book?

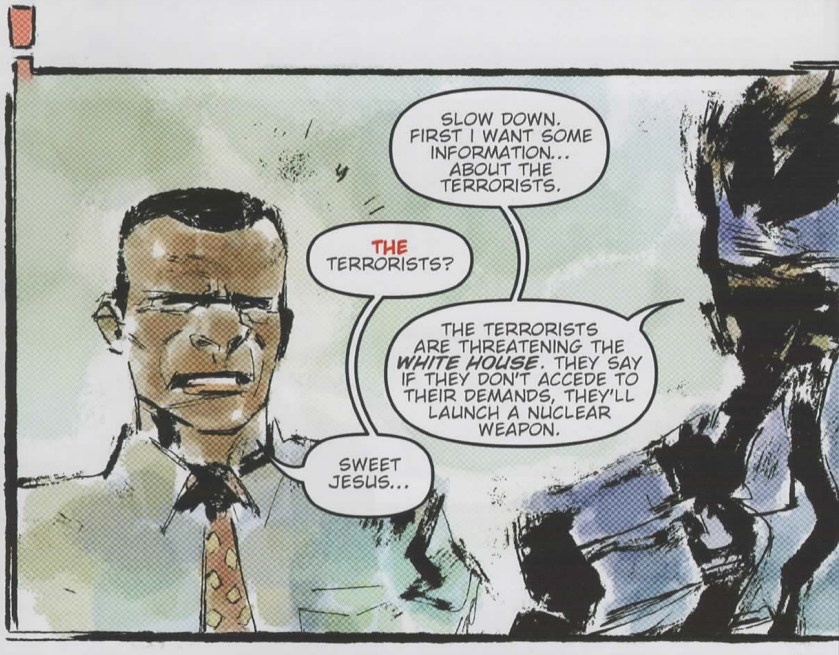
It has other missions to test your sneaking and teamwork skills. Mei Ling can tell you more about it. Take a look when you get a chance.

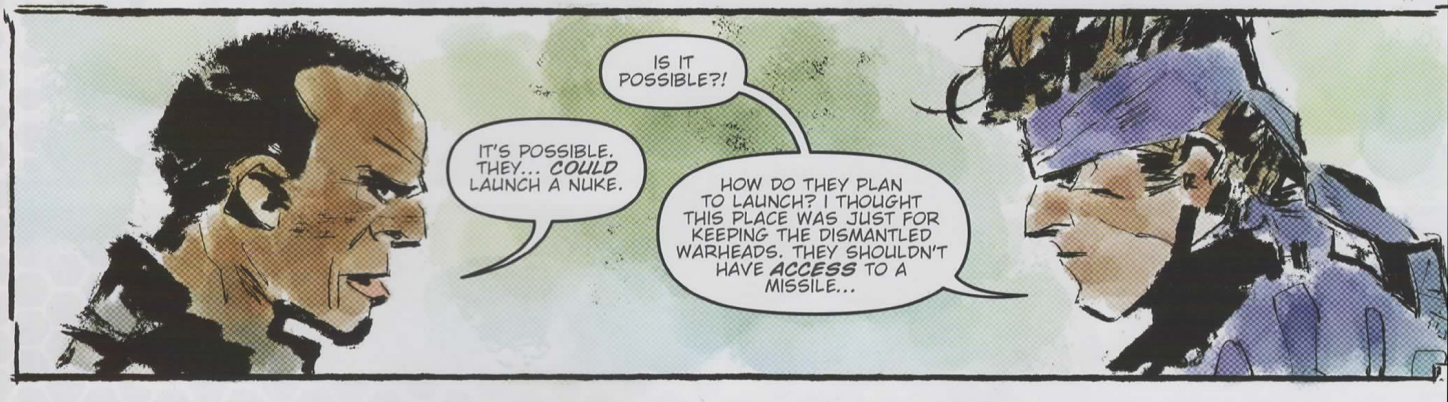
The VR Missions book is great if you are looking to do a quick mission with up to 3 other players, especially if you want to hone your sneaking skills. Each scenario in the book is a stand-alone mission. They can be done in any order. If you and your team don't want to commit to doing a series of games and prefer to complete a mission in 1 game session, then the VR Missions book gives you full missions that can be completed in 60 to 120 minutes. Doing well in your VR training adds new equipment to your Memory Box, which you can use in your main mission in this book or the VR Missions.

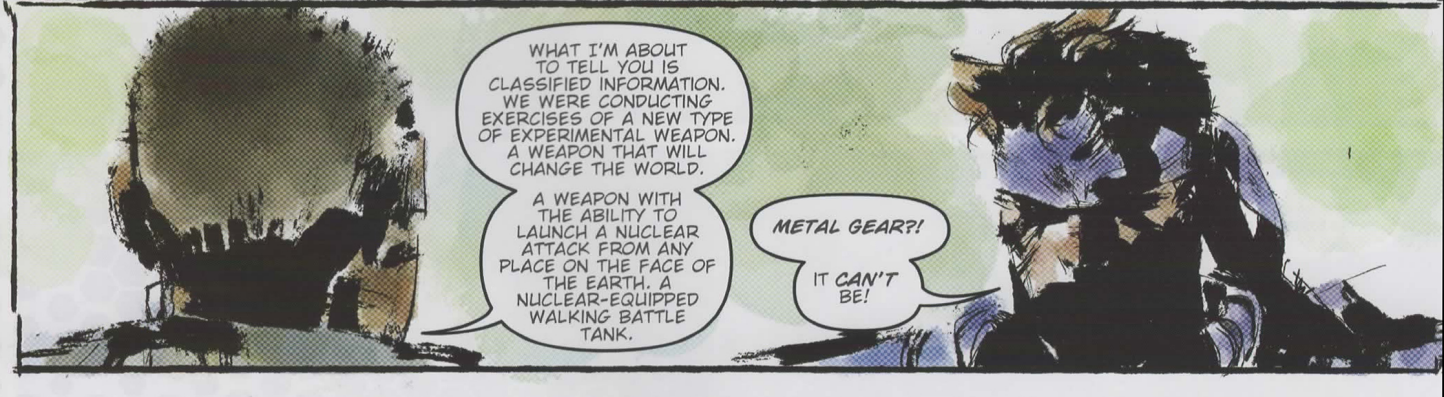
Snake, I'm picking up the DARPA Chief's signal. He's close by.

WHO... WHO'S THAT?

I'M HERE TO SAVE YOU. YOU'RE THE DARPA CHIEF, DONALD ANDERSON, RIGHT?
YOU'RE HERE TO SAVE ME, HUH? IN THAT CASE, HURRY UP AND GET ME OUT OF HERE.


SLOW DOWN. FIRST I WANT SOME INFORMATION... ABOUT THE TERRORISTS.
THE TERRORISTS?
THE TERRORISTS ARE THREATENING THE WHITE HOUSE. THEY SAY IF THEY DON'T ACCEDE TO THEIR DEMANDS, THEY'LL LAUNCH A NUCLEAR WEAPON.
SWEET JESUS...


IS IT POSSIBLE?!
IT'S POSSIBLE. THEY... COULD LAUNCH A NUKE.
HOW DO THEY PLAN TO LAUNCH? I THOUGHT THIS PLACE WAS JUST FOR KEEPING THE DISMANTLED WARHEADS. THEY SHOULDN'T HAVE ACCESS TO A MISSILE...

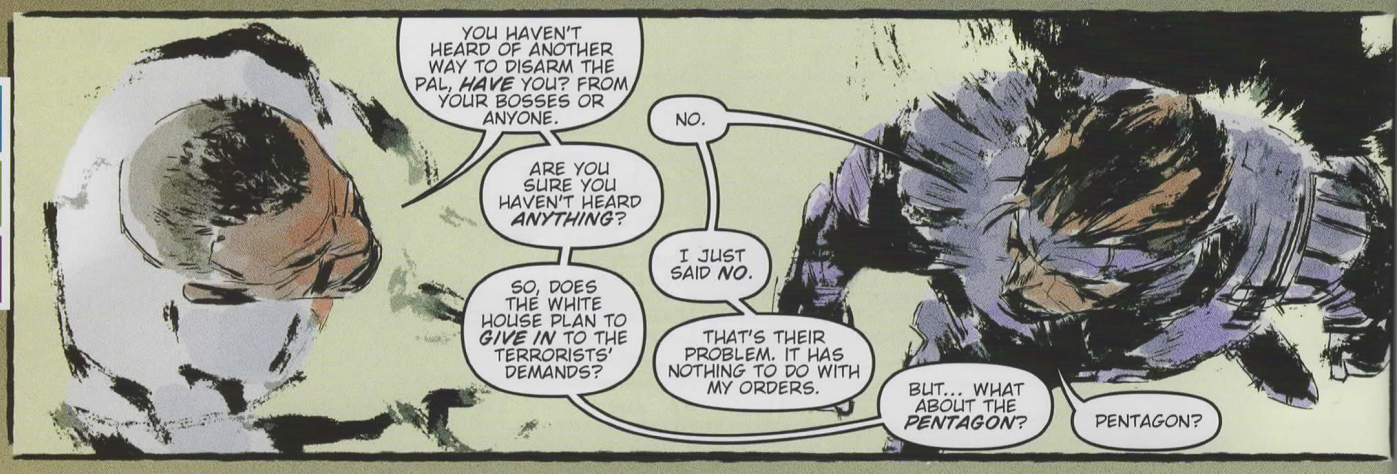

WHAT I'M ABOUT TO TELL YOU IS CLASSIFIED INFORMATION. WE WERE CONDUCTING EXERCISES OF A NEW TYPE OF EXPERIMENTAL WEAPON. A WEAPON THAT WILL CHANGE THE WORLD.
A WEAPON WITH THE ABILITY TO LAUNCH A NUCLEAR ATTACK FROM ANY PLACE ON THE FACE OF THE EARTH. A NUCLEAR-EQUIPPED WALKING BATTLE TANK.
METAL GEAR?!
IT CAN'T BE!

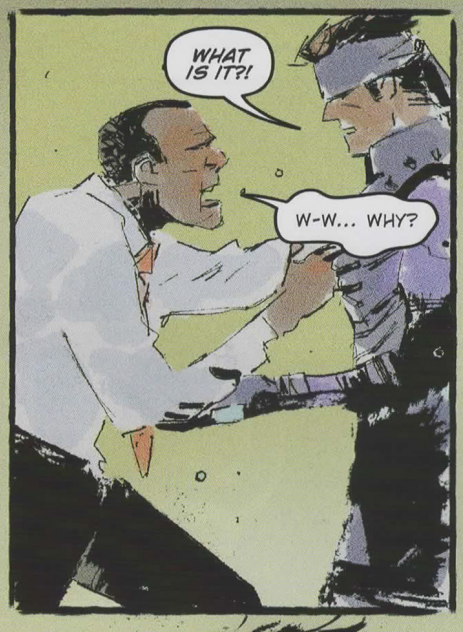
YOU KNEW?!
METAL GEAR IS ONE OF THE MOST SECRET BLACK PROJECTS! HOW DID YOU KNOW THAT?
WE'VE HAD A COUPLE OF RUN-INS IN THE PAST. SO THAT'S WHY YOU WERE HERE AT THIS DISPOSAL SITE?
WHY ELSE WOULD I COME TO A GOD-FORSAKEN PLACE LIKE THIS?
I'D HEARD THE METAL GEAR PROJECT WAS SCRAPPED.
ON THE CONTRARY, IT HAS GROWN INTO A HUGE JOINT PROJECT BETWEEN ARMSTECH AND OURSELVES. WE WERE GOING TO USE THIS EXERCISE AS RAW DATA AND THEN PROCEED TO MASS PRODUCTION.
IF IT HADN'T BEEN FOR THE REVOLUTION.
REVOLUTION?
REX HAS FALLEN INTO THE HANDS OF TERRORISTS.
REX?
METAL GEAR REX, THE CODENAME FOR THE NEW METAL GEAR PROTOTYPE.
THEY'RE PROBABLY ALREADY FINISHED ARMING THE WARHEAD THEY PLAN TO USE WITH REX.
HEY! SHUT UP IN THERE, WILL YA?!

BUT I THOUGHT THAT ALL NUCLEAR WARHEADS WERE EQUIPPED WITH SAFETY MEASURES. SOME KIND OF ***DETONATION CODE*** THAT YOU HAVE TO INPUT.
YES, OF COURSE. IT'S SET UP SO YOU NEED TO INPUT ***TWO PASSWORDS*** IN ORDER TO LAUNCH THE DEVICE.
BAKER KNOWS ONE AND I KNOW ONE. BUT... THEY FOUND OUT MY PASSWORD.
YOU TALKED?
PSYCHO MANTIS CAN READ PEOPLE'S MINDS. YOU CAN'T RESIST.
PSYCHO MANTIS?
ONE OF THE MEMBERS OF ***FOXHOUND***. HE HAS PSYCHIC POWERS.
THIS IS ***BAD***.
IF THEY FIND OUT BAKER'S PASSWORD...
IT'S JUST A MATTER OF TIME BEFORE THEY GET BAKER'S TOO.
THEY'LL BE ABLE TO LAUNCH A NUKE ANYTIME. BUT THERE IS A WAY TO STOP THE LAUNCH.

THE CARD KEYS. THEY WERE DESIGNED BY ARMSTECH AS AN EMERGENCY OVERRIDE. EVEN WITHOUT THE PASSWORDS, YOU CAN JUST INSERT THE CARD KEYS AND ENGAGE THE SAFETY LOCK.
YOU CAN STOP THE LAUNCH.
WHAT?
AND IF I DO THAT?
THE CARD KEY...?
SO WHERE ARE THE KEYS?
BAKER SHOULD HAVE THEM. LISTEN, YOU NEED THREE CARD KEYS. THERE ARE THREE SLOTS FOR THEM. YOU NEED TO INSERT A CARD INTO EACH ONE OF THEM.
OKAY, THREE CARD KEYS. DO YOU KNOW WHERE THEY MIGHT BE KEEPING BAKER?
SOMEWHERE IN THE SECOND-FLOOR BASEMENT.
SECOND-FLOOR BASEMENT?
THEY CEMENTED OVER THE ENTRANCES.
I'M GOING TO GET YOU OUT OF HERE.
WAIT A MINUTE.
WHAT IS IT?

Snake
Campbell
Naomi





- Naomi! The Chief! What happened?
- I... I don't know. It looked like a heart attack, but...
- A heart attack? No...
- Colonel, are you hiding something from me?
- Absolutely not. Snake, you've got to understand. This op is security level red. You need the highest security clearance to get access to the complete file.
- You want me to believe that you oversee this op, but you don't have access to the complete file!?
- I told you. The Secretary of Defense is in operational control. I'm just here as your support.
- ...
- Snake, we don't have time to debate. Get out of there and find President Baker!

DON'T MOVE!
SO YOU KILLED THE CHIEF, YOU BASTARD.
LIQUID? NO, YOU'RE NOT.
IS THIS THE FIRST TIME YOU'VE EVER POINTED A GUN AT SOMEONE? YOUR HANDS ARE SHAKING. CAN YOU SHOOT ME, ROOKIE?
CAREFUL, I'M NO ROOKIE.

LIAR! THAT NERVOUS GLANCE... THAT SCARED LOOK IN YOUR EYES—THEY'RE ROOKIE'S EYES IF I EVER SAW THEM. YOU'VE NEVER SHOT A PERSON, AM I RIGHT?
YOU TALK TOO MUCH.
YOU HAVEN'T EVEN TAKEN THE SAFETY OFF, ROOKIE.
I TOLD YOU...
YOU'RE NOT ONE OF THEM, ARE YOU, ROOKIE?
SO WE CAN GET THE HELL OUT OF HERE.
WHY?
OPEN THAT DOOR! YOU'VE GOT A CARD, DON'T YOU?!
LOOKS LIKE WE'LL BE A LITTLE DELAYED.
WHAT ARE YOU DOING?! DON'T THINK! SHOOT!

STAGE 3

Sneaking Stage (45 minutes) 1 2

TILES USED: Holding Cells, Armory, 2 Elevator Shafts, Elevator, Barracks
GUARD ORDER DECK: 7 Red cards, 13 Blue cards

SETUP

- Place each player's Alert token ! under their figure.
- Place the Elevator on the Elevator Shaft of the starting zone.

OBJECTIVE

- Defeat 12 Guards in the Holding Cells

OR

- Reach C. Then, reach the Exit.

MULTIPLE ZONES

This stage consists of multiple zones, each zone highlighted in orange. Several game mechanics will reference zones. Additionally, Elevator Shaft tiles, Elevator tiles, and Barracks tiles are part of the zone they are connected to. A zone is considered active if there is a player figure or a player's ! is in that zone.

MERYL

Meryl can be chosen as a player character from this stage onwards. Take all her components during setup when playing as her:

- Player dashboard
- Action, Focus, and Attention tokens
- Starting Equipment cards
- Disguise Reference card
- Disguised Meryl figure

STARTING EQUIPMENT

Some characters have starting equipment that can only be used by them, as indicated by the character's image on the back. When choosing Equipment cards from the Memory Box, starting Equipment cards can be replaced. The equipment limit for each character is listed on their dashboard.
Meryl's starting Equipment cards include the Handgun (.50 Cal) and Light Assault Rifle. Meryl's Light Assault Rifle has an ammo icon in the top right corner of the card. Place the indicated number of ammo tokens on the card.

ACTIONS

Meryl has many of the same abilities as Snake, but instead of Silent Takedown, Meryl has the Gain Disguise action. While disguised, Meryl will have a much easier time slipping past the Guards, but be careful, since she can still be discovered.

Place the Disguise Reference card near her Player dashboard as part of setup and then place the Disguised Meryl figure near the reference card.

Gain Disguise: 2 Actions
If you are adjacent to a ✦ or 💀 and your ! is not on the map, replace your figure with the Disguised Meryl figure.

SPECIAL ABILITIES

Like Snake, Meryl has 2 unique Special Abilities that can be found at the bottom of her Player dashboard.

FOCUS TOKENS

+2 to the result of any 1 die.

+/-1 to the result of any 1 die.

Gain 1 additional action this turn.

Roll +1 . Can be used before or after a roll.

SPECIAL RULES

- **Reinforcements:** As long as the Holding Cells zone is active, resolve an additional in that zone before resolving the Guard Order card.
- **Defeat Guards:** When you would place a ✦ or 💀 in the Holding cells, place 1 ? on the Guard dashboard instead. These count towards the players' objective.
- **Elevator:** Players may travel using the Elevator by performing an Interact action in the Elevator's space. Move the Elevator and all figures in it to any other Elevator Shaft on the map. Players may also summon the Elevator by performing an Interact on an Elevator Shaft.
- **(1 only) Working Alone:** All Guards in the Holding Cells have 1 health.

Snake, you've got to get out of there by any means necessary.

EVENT A

- Remove the token from the map. Read **Cutscene 3A on page 27.**

EVENT B

- Remove the token from the map. Read **Cutscene 3B on page 28.**

EVENT C

- Place the C on your Player dashboard.

FAILURE

- The Game Over card is revealed.

OR

- Any player is Killed in Action (KIA).

STAGE CLEARED

- If 12+ Guards were defeated, Unlock **Equipment Card #004**
- If Event C was reached, Unlock **Equipment Card #005**
- Go to **page 29.**

STARTING AREA

GUARDS X6

ALERT TOKENS X2

EXIT

EXIT

OBSTACLE BLOCK LOS

A B C

EVENTS X3

E

5A

B

S

6A

STAGE SETUP

CUTSCENE 3 A

► RETURN TO THE MISSION

CUTSCENE 3 B

- Naomi, I just had some kind of hallucination.
- It must have been psychometric interference coming from Psycho Mantis, FOXHOUND's psychic.
- So, that was Mantis.

► RETURN TO THE MISSION

BEEP
BEEP
BEEP
AM I TOO LATE?
OOOOOO..... HUHUUHUHUH...
HE'S ALIVE.
YOU'RE THE ARMSTECH PRESIDENT, KENNETH BAKER, RIGHT?
DON'T WORRY—I'M HERE TO SAVE YOU.

NO! DON'T TOUCH IT!
C-4!
CLICK
BLAM
UFF!
RIGHT...

...TOUCH THAT WIRE AND THE C-4 WILL BLOW UP ALONG WITH THE OLD MAN!
SO YOU'RE THE ONE THE BOSS KEEPS TALKING ABOUT.
AND YOU?
SPECIAL OPERATIONS FOXHOUND.
REVOLVER OCELOT. I'VE BEEN WAITING FOR YOU, SOLID SNAKE. NOW WE'LL SEE IF THE MAN CAN LIVE UP TO THE LEGEND!
THIS IS THE GREATEST HANDGUN EVER MADE. THE COLT SINGLE ACTION ARMY.

SIX BULLETS.
MORE THAN ENOUGH TO KILL ANYTHING THAT MOVES.
NOW I'LL SHOW YOU WHY THEY CALL ME...
...REVOLVER.
DRAW!

STAGE 4

Boss Stage (30 minutes) 1 2

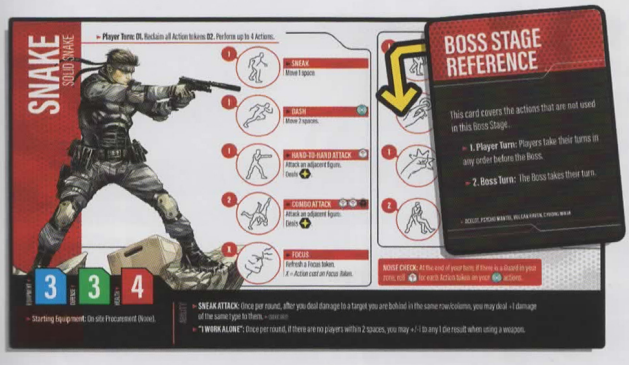
TILES USED: Ocelot Stage

Campbell

Snake

BOSS SETUP

1. Place Ocelot's Boss dashboard on the table and his figure on the map as indicated.
2. Place the standard Boss Stage Reference card over each player's dashboard as shown.

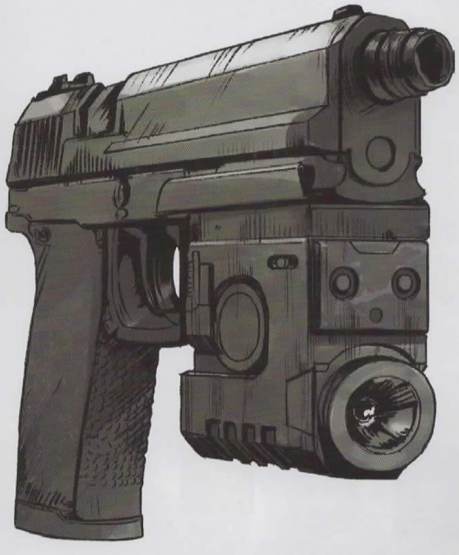


3. Set aside Ocelot's RELOAD card, facedown. Draw 4 Ocelot Boss cards randomly to form his Boss deck, returning the 2 unused cards to the box. Then, place the RELOAD card face down at the bottom of the Boss deck.

Snake, this is a Boss Stage.

Boss Stage?

It's not like a Sneaking Stage. You need to try to deal damage and avoid his attacks.

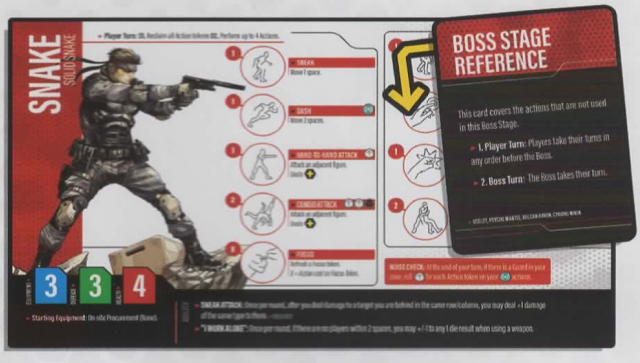


STAGE 4 - REVOLVER OCELOT

► PLAYING A BOSS STAGE

Boss Stages are different from Sneaking Stages. In a Boss Stage, players engage a Boss in combat. As Boss Stages usually have no Guards, do not use the Guard dashboard, the Guard decks, or Guard figures. Instead, they use specific Boss dashboards, Boss decks, and Boss figures, which are placed next to the map. Read the Stage Setup instructions and Boss dashboard in detail to set up a Boss Stage.

Boss Reference card: Some Boss Stages use Special Action cards that allow players to perform special actions during the stage. Place the Boss reference card shown in the Stage Setup over the highlighted portion on all Player dashboards, covering the player actions that are not used during a Boss Stage.



Boss Deck: Each Boss has their own Boss deck that will be drawn from to determine how the Boss moves and attacks. Shuffle it and place it next to the map. After resolving a Boss card, place it at the bottom of the Boss deck unless instructed to do otherwise. Boss decks are never shuffled during the game.

Each round, all players still take their turns first. Then, the Boss will take their turn by revealing and resolving the top card of their deck. Then, return it to the bottom of the deck.

Each Boss has their stats on their dashboard, such as their defense and health. For instance, dealing damage to Ocelot with a ranged weapon works the same way as dealing damage to a Guard. As long as Ocelot is in a player's LOS, they may roll to attack. Each result equal to or higher than Ocelot's defense of 4 deals 1 damage. Damage tokens are placed on the Boss dashboard. If a Boss is dealt KO damage, it is treated as standard damage instead. The amount of health a Boss has is determined by the number of players. For example, if there are 2 players, then Ocelot will have 20 health.

When a Boss card says the Boss attacks without specifying the number of dice, refer to the attack stat of the Boss dashboard to determine the number of dice rolled for the attack.

Each Boss has special abilities that are described on their dashboard. Pay special attention to their abilities. Some of them trigger during the player's turn.

> Each Boss Stage is very different. Be sure to carefully go over the special rules and abilities of each Boss before engaging them, Snake.

► OBJECTIVE

- Defeat Revolver Ocelot.
  1 : 12 health
  2 : 20 health

► SPECIAL RULES

- **Trip Wires:** Players cannot move through the yellow dashed lines. These lines do not block LOS and players may shoot through them.
- **Shooting through the Tripwires area:** Each time a player shoots through the Tripwires, any ! rolled deals 1 damage to Kenneth Baker. Place 1 in the center of the map to represent the damage dealt. If Kenneth Baker takes 3 or more damage, the mission fails.

► FAILURE

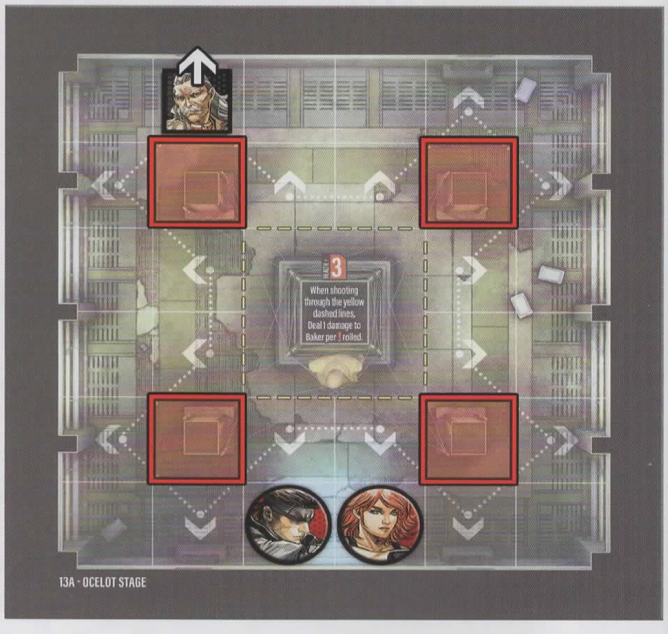
- Any player is Killed in Action (KIA).

OR

- Kenneth Baker takes 3 or more damage.

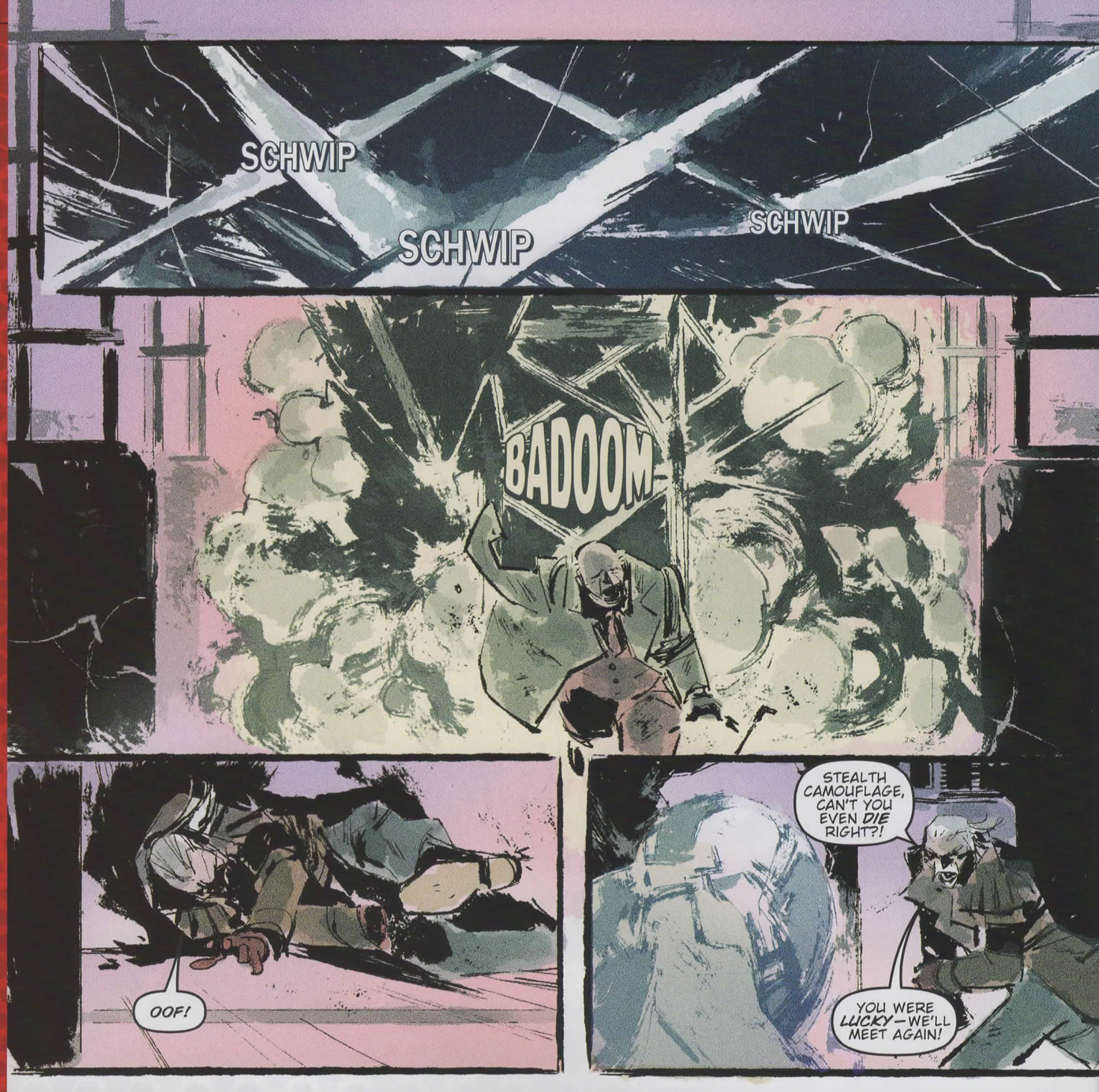
► STAGE CLEARED

- Unlock **Equipment Card #006**
- Go to **page 35.**



STAGE SETUP

YOU'RE PRETTY GOOD. JUST WHAT I'D EXPECT FROM THE MAN WITH THE SAME CODE AS THE BOSS.
IT'S BEEN A LONG TIME SINCE I'VE HAD SUCH A GOOD FIGHT...
...BUT I'M JUST GETTING WARMED UP!
SCHWIP
WHAT?! MY HAND!

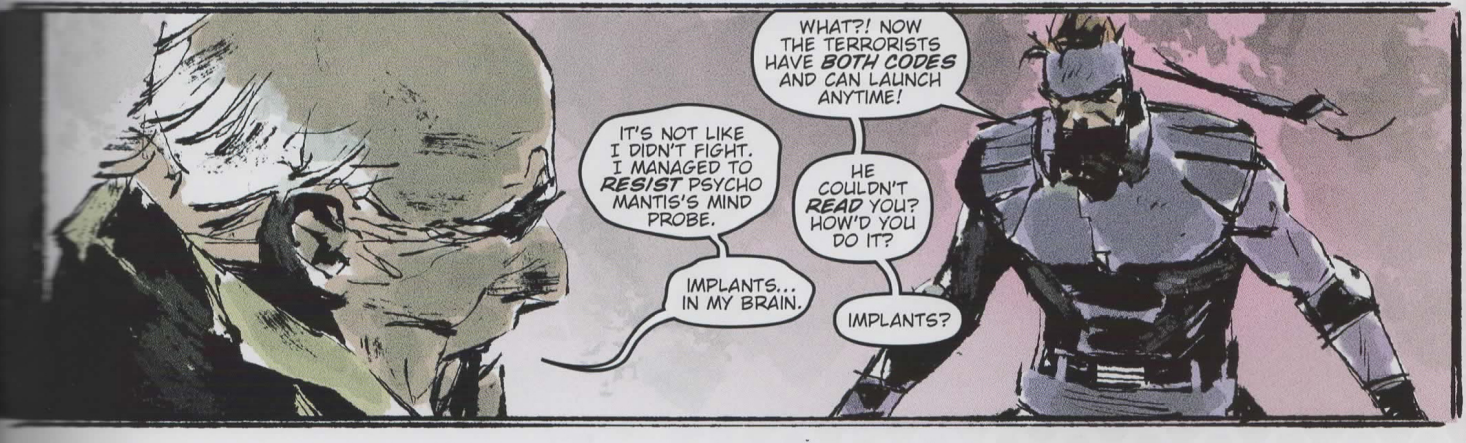

SCHWIP
SCHWIP
SCHWIP
BADOOM-
OOF!
STEALTH CAMOUFLAGE, CAN'T YOU EVEN *DIE* RIGHT?!
YOU WERE *LUCKY*—WE'LL MEET AGAIN!
WHO *ARE* YOU?!

I'M LIKE YOU...
...I HAVE NO NAME.

UHH... UHHHH... THAT... THAT EXOSKELETON!
GGYYYAAAAHH!
WHO THE HELL?

CAN YOU TALK?
WHO ARE YOU?
I'M NOT ONE OF THEM. THE DARPA CHIEF TOLD ME HE GAVE THEM HIS DETONATION CODE. WHAT ABOUT YOURS?

OH, I GET IT. JIM SENT YOU... YOU... YOU'RE FROM THE PENTAGON.
ANSWER MY QUESTION! WHAT ABOUT YOUR CODE? THERE'S NO TIME!
I... TALKED.

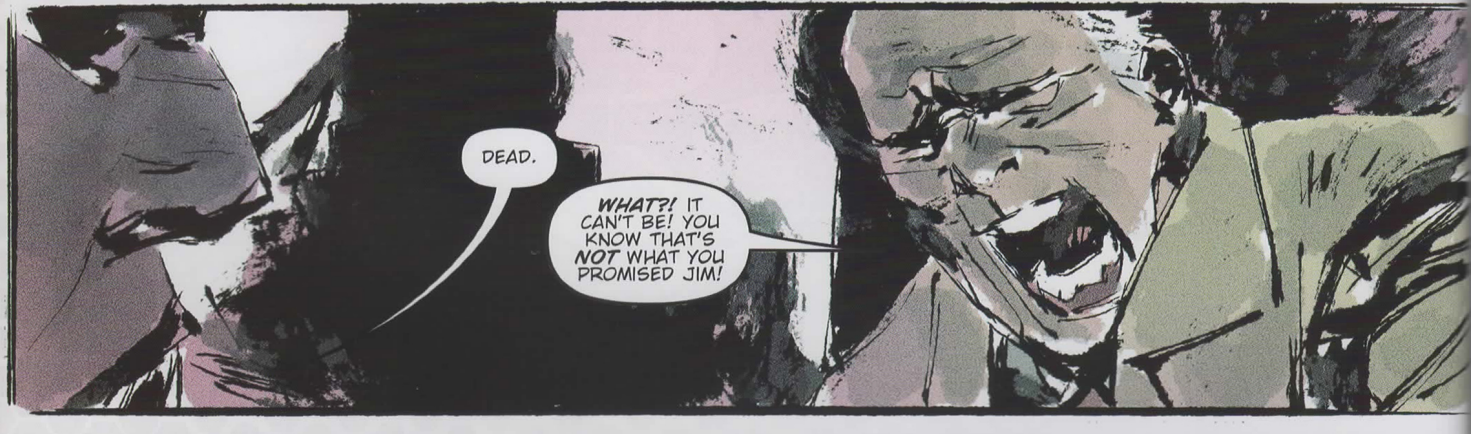

WHAT?! NOW THE TERRORISTS HAVE BOTH CODES AND CAN LAUNCH ANYTIME!
IT'S NOT LIKE I DIDN'T FIGHT. I MANAGED TO RESIST PSYCHO MANTIS'S MIND PROBE.
HE COULDN'T READ YOU? HOW'D YOU DO IT?
IMPLANTS... IN MY BRAIN.
IMPLANTS?

KIND OF LIKE PSYCHIC INSULATION. EVERYBODY WHO KNOWS THESE TOP-SECRET CODES HAS IT.
EVEN THE DARPA CHIEF?
OF COURSE.
BUT THE DARPA CHIEF SAID MANTIS GOT HIS CODE BY READING HIS MIND.
ARE YOU SURE YOU HEARD HIM RIGHT?

I NEVER HAD ANY TRAINING ON HOW TO RESIST TORTURE...
YEAH, I'M SURE. IN THAT CASE, HOW DID THEY GET YOUR CODE?

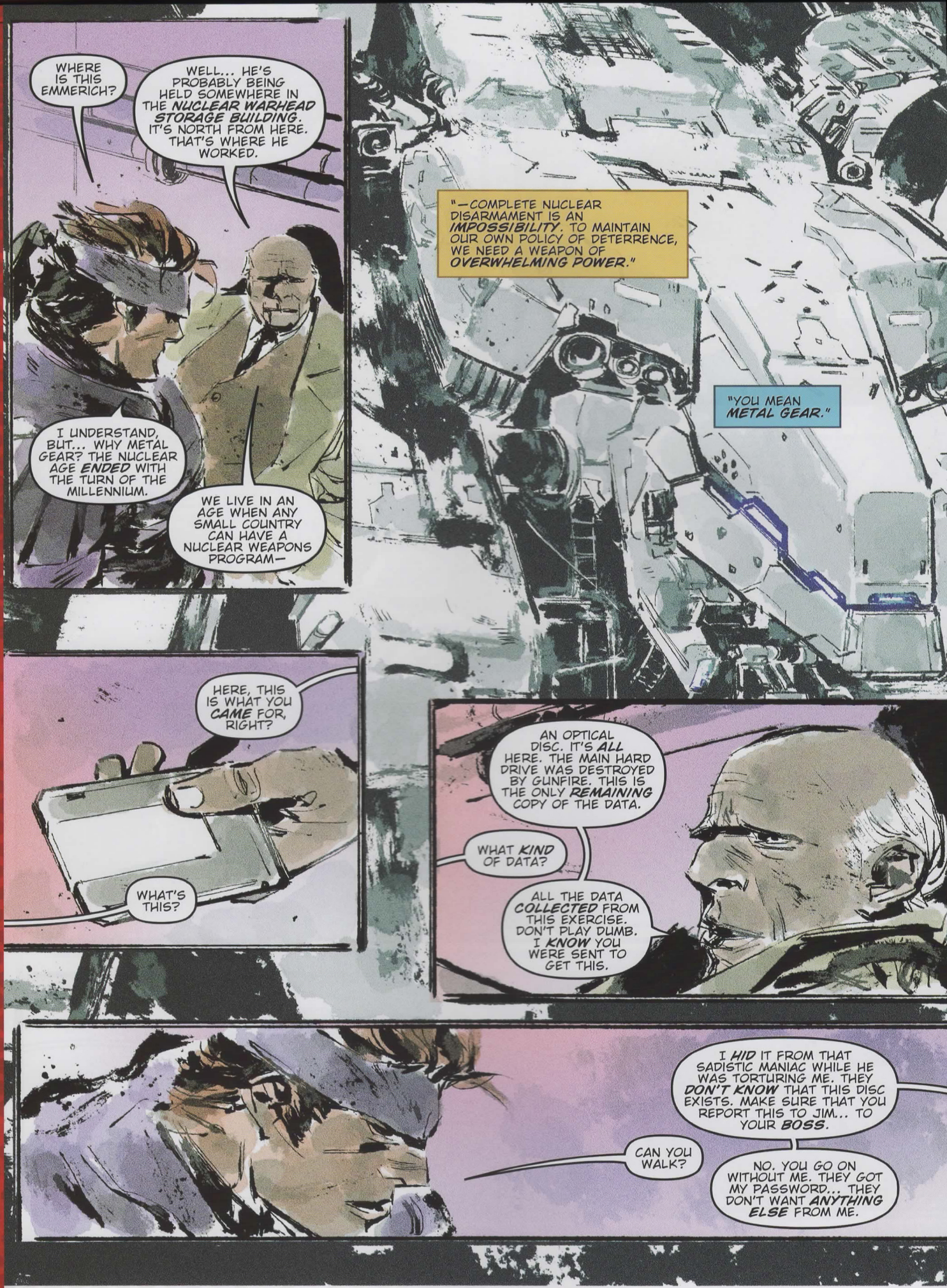
-:KOFF:-
-:KOFF:-
IT LOOKS LIKE HE HAD SOME FUN WITH YOU, ALL RIGHT.

HE'S NOT HUMAN. I TELL YOU... HE LOVED EVERY SECOND OF IT.
WHAT HAPPENED TO YOUR ARM?
HE... BROKE IT.
LOOKS LIKE YOU'RE MORE THAN EVEN NOW. HIS WAS SLICED OFF.
HA. YOU'RE A FUNNY MAN.
SO... THE DARPA CHIEF... IS HE OKAY?


DEAD.
WHAT?! IT CAN'T BE! YOU KNOW THAT'S NOT WHAT YOU PROMISED JIM!

NOW YOU WANT TO SHUT ME UP!
WHAP

WHAT'S WRONG WITH YOU? I DIDN'T KILL THE DARPA CHIEF. HE HAD A HEART ATTACK OR SOMETHING.
A HEART ATTACK? OH, DON'T BE A FOOL.
ANYWAY... DO YOU STILL HAVE THE CARD KEYS?
CARD KEYS?
TO OVERRIDE THE DETONATION CODES! I HEARD YOU HAD THEM...
YES, UNLOCK ITEM NUMBER..
HUH?
OH... SORRY... I FORGOT...
DAMN!
OH, THAT'S RIGHT! IT SHOULD BE ON THE BACK OF THE BOX, JUST UNDER THE UPC.
OKAY, I'LL TAKE A LOOK. BUT TELL ME... IF THIS DOESN'T WORK, IS THERE SOME OTHER WAY TO PREVENT THE MISSILE LAUNCH?
HMMM. YOU NEED TO FIND HAL EMMERICH, ONE OF MY EMPLOYEES.
WHO'S THAT?
THE TEAM LEADER OF THE METAL GEAR REX PROJECT. A GENIUS AT ENGINEERING, BUT A LITTLE BIT OF AN ODDBALL. IF THERE IS ANYONE WHO CAN FIGURE OUT HOW TO STOP METAL GEAR FROM LAUNCHING, IT'S HIM.
WHAT IF HE CAN'T COME UP WITH ANYTHING?
YOU'LL HAVE TO DESTROY IT. EMMERICH KNOWS HOW TO DESTROY METAL GEAR.


WHERE IS THIS EMMERICH?
WELL... HE'S PROBABLY BEING HELD SOMEWHERE IN THE NUCLEAR WARHEAD STORAGE BUILDING. IT'S NORTH FROM HERE. THAT'S WHERE HE WORKED.
I UNDERSTAND, BUT... WHY METAL GEAR? THE NUCLEAR AGE ENDED WITH THE TURN OF THE MILLENNIUM.
WE LIVE IN AN AGE WHEN ANY SMALL COUNTRY CAN HAVE A NUCLEAR WEAPONS PROGRAM—
"—COMPLETE NUCLEAR DISARMAMENT IS AN IMPOSSIBILITY. TO MAINTAIN OUR OWN POLICY OF DETERRENCE, WE NEED A WEAPON OF OVERWHELMING POWER."
"YOU MEAN METAL GEAR."
HERE, THIS IS WHAT YOU CAME FOR, RIGHT?
WHAT'S THIS?
AN OPTICAL DISC. IT'S ALL HERE. THE MAIN HARD DRIVE WAS DESTROYED BY GUNFIRE. THIS IS THE ONLY REMAINING COPY OF THE DATA.
WHAT KIND OF DATA?
ALL THE DATA COLLECTED FROM THIS EXERCISE. DON'T PLAY DUMB. I KNOW YOU WERE SENT TO GET THIS.
I HID IT FROM THAT SADISTIC MANIAC WHILE HE WAS TORTURING ME. THEY DON'T KNOW THAT THIS DISC EXISTS. MAKE SURE THAT YOU REPORT THIS TO JIM... TO YOUR BOSS.
CAN YOU WALK?
NO. YOU GO ON WITHOUT ME. THEY GOT MY PASSWORD... THEY DON'T WANT ANYTHING ELSE FROM ME.

Colonel! Are you listening? Now he's dead too!

... I have no idea!

Don't lie to me!

It looked like another heart attack, but... we won't be able to tell without doing an autopsy.

Damn!

Snake, I want you and Meryl to work together!

Can I trust her?

... More than you can trust me.

... Naomi, what the hell was that ninja thing? A member of FOXHOUND?

No...

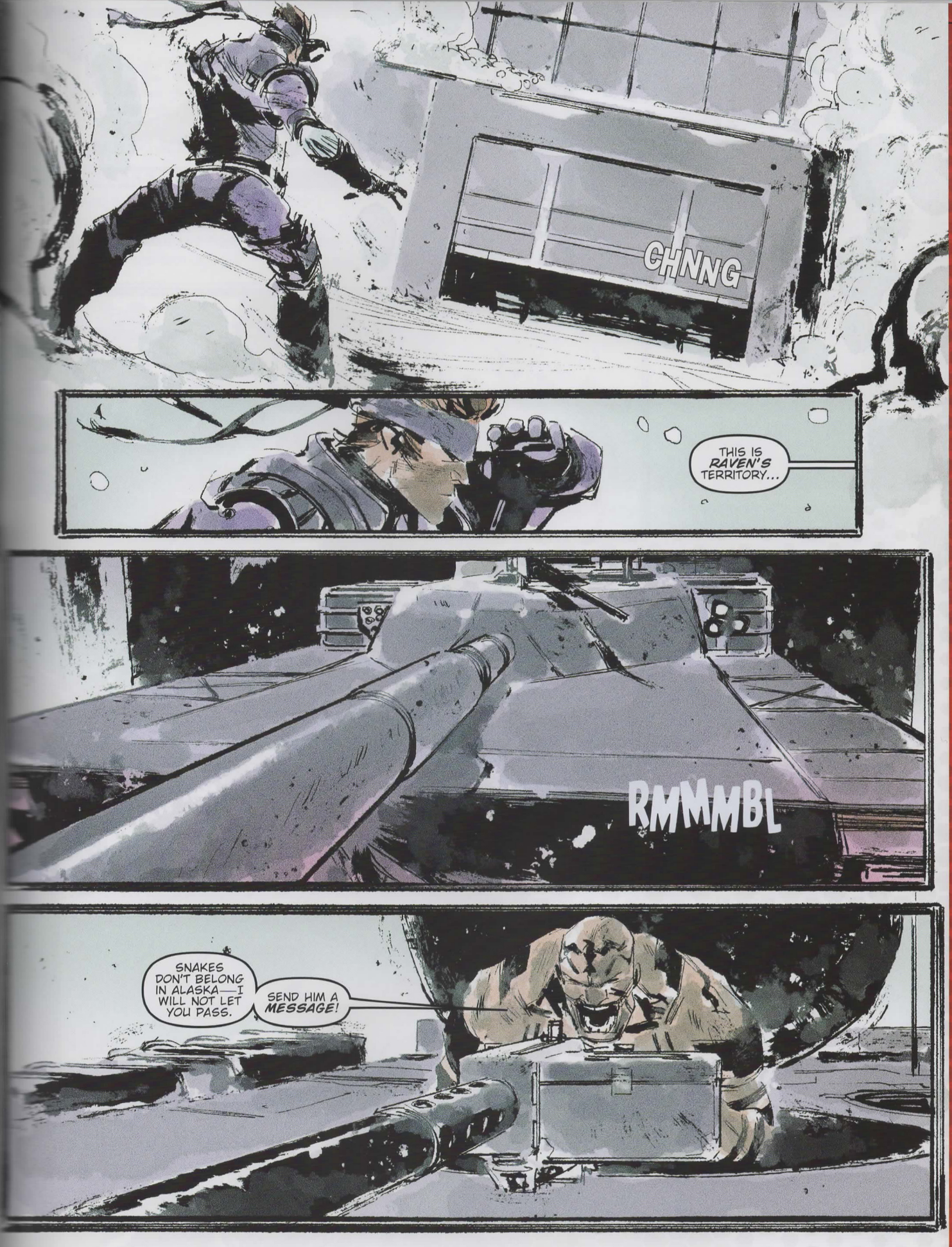
Are you sure?

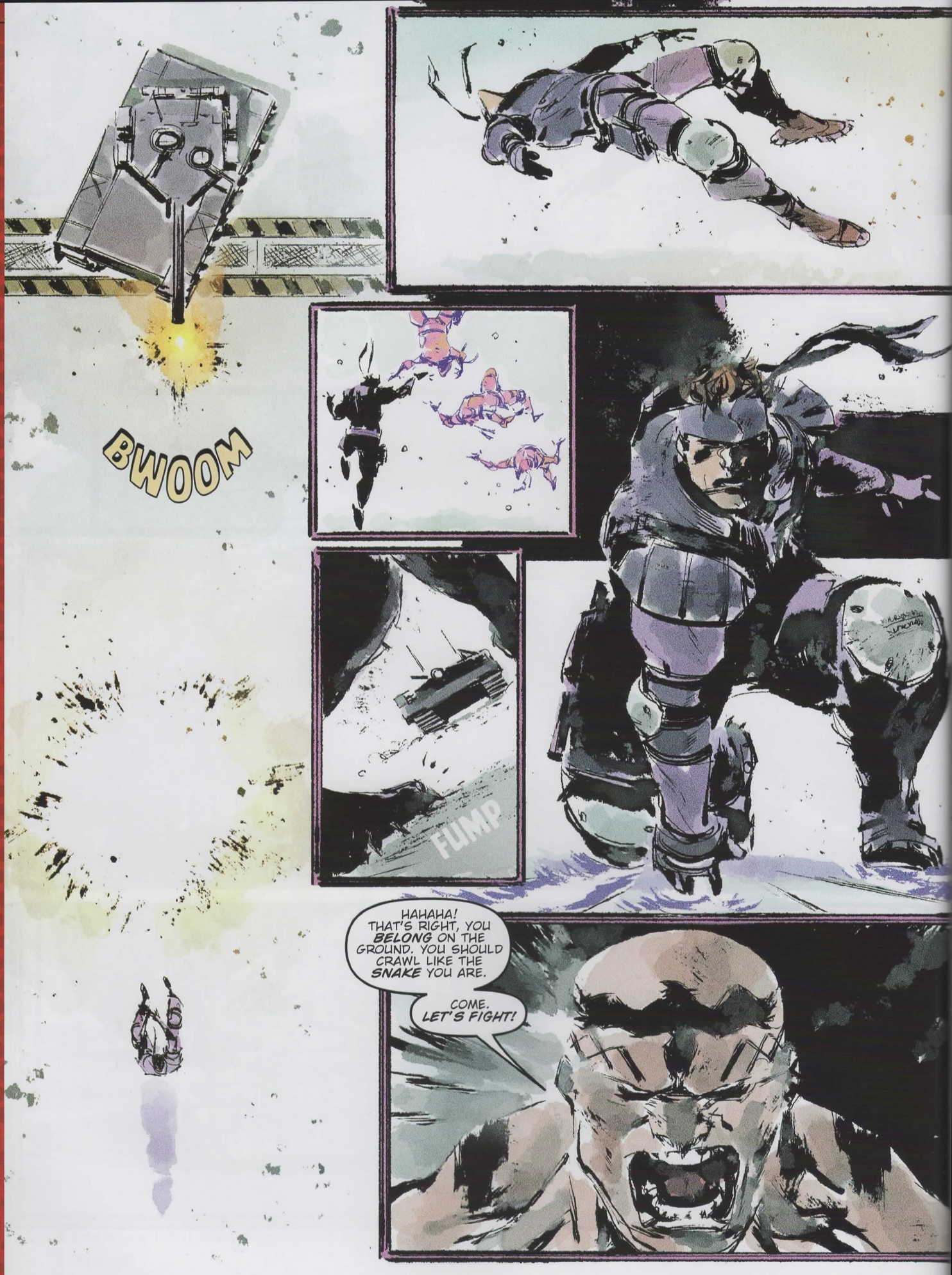
Yes. We have no one like that in our unit.

Is that right?

Snake, I'm counting on you.

- Snake, be careful! There's a tank in front of your position waiting to ambush you.
- Who are you?
- One of your fans.


CHNNG
THIS IS RAVEN'S TERRITORY...
RMMMBL
SNAKES DON'T BELONG IN ALASKA—I WILL NOT LET YOU PASS.
SEND HIM A MESSAGE!


BWOOM
FUMP
HAHAHA! THAT'S RIGHT, YOU BELONG ON THE GROUND. YOU SHOULD CRAWL LIKE THE SNAKE YOU ARE.
COME. LET'S FIGHT!

STAGE 5

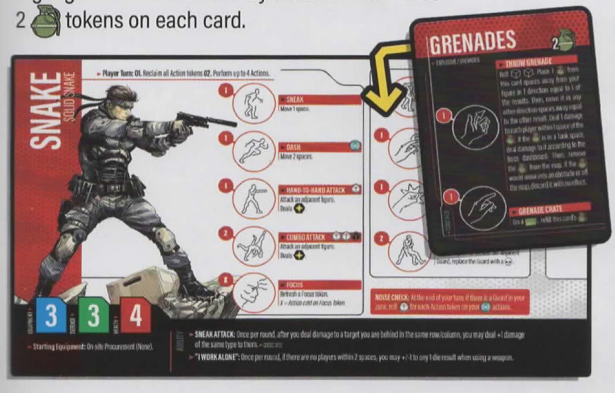
Boss Stage (30 minutes)

1 2

TILES USED: Snow Field A, Snow Field B

BOSS SETUP

1. Shuffle the Tank Boss deck.
2. Place the Grenade Special Action card over the highlighted area of each Player dashboard. Place 2 tokens on each card.



OBJECTIVE

- Defeat the Tank.

FAILURE

- Any player is Killed in Action (KIA).

STAGE CLEARED

- Unlock **Equipment Card #007**
- Go to **page 48.**

STARTING AREA

TANK

STAGE SETUP

7A

8A

FWIP
TINK
BADOOM
GAH!
WELL, BOSS, I HOPE YOU ARE HAPPY...

...HE GOT THE CARD.
WE'LL PLAY WITH HIM A LITTLE LONGER.
YOU WOULD BE WISE NOT TO UNDERESTIMATE HIM.
WHAT DID YOU THINK OF HIM?
HE IS JUST AS YOU SAID. IN BATTLE, HE IS AS IF POSSESSED BY A DEMON. MUCH LIKE YOU. I WOULD EXPECT NO LESS.
YOU SEE? I TOLD YOU SO. BUT I WILL KILL HIM.
SO, GENERAL IVAN—I HEAR HE TOOK YOUR HAND AS WELL AS YOUR DIGNITY.
WATCH YOUR TONGUE, SHAMAN!
IN THE LANGUAGE OF THE SIOUX PEOPLE, "SIOUX" MEANS SNAKE. IT IS KNOWN AS AN ANIMAL TO BE FEARED.
WELL, SNAKE IS MINE NOW... WHEN I MEET HIM NEXT, I'LL TAKE SPECIAL CARE OF HIM.
NOT YET. DON'T KILL HIM YET.
HE AND I WILL MEET AGAIN IN BATTLE.
THE RAVEN ON MY HEAD... IT THIRSTS FOR HIS BLOOD.

Be careful. You absolutely must not use weapons in that area.

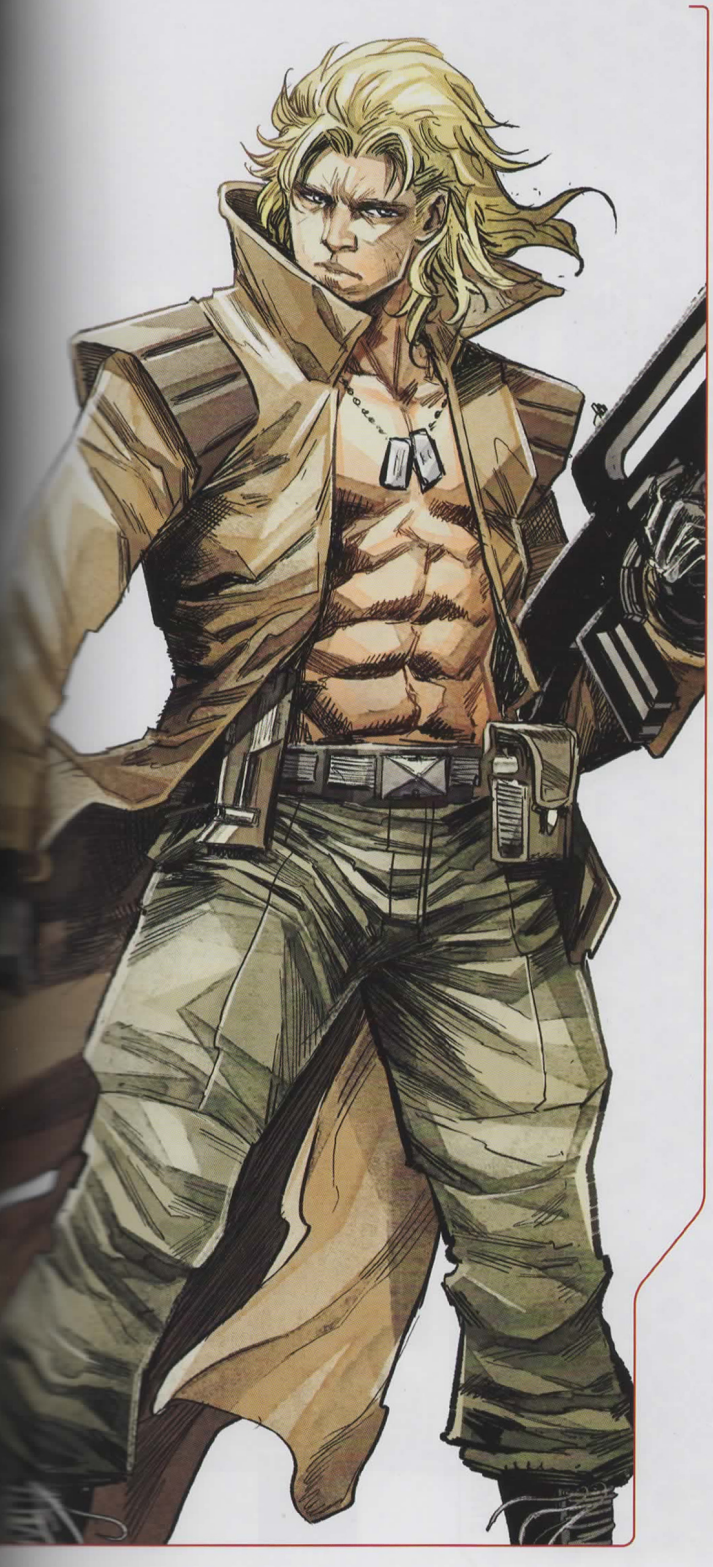
I've already programmed the nanomachines so he won't be able to, Colonel.

What? What are you talking about?

Have you forgotten? That's where they keep the nuclear warheads. Can't you see them? All the warheads in those boxes have had their detonation mechanisms removed, so there's no fear of them exploding. But if a warhead's casing is breached, the plutonium is still massively radioactive.

Snake, you must never use your weapon on that floor.

"No guns." Got it.



STAGE 6

Sneaking Stage (60 minutes) 1 2

TILES USED: Nuke Building L1, Nuke Building Truck, Nuke Building B1, Nuke Building B2, 3 Elevator Shafts, Elevator, Barracks
GUARD ORDER DECK: 7 Red cards, 18 Blue cards

Campbell
Naomi
Snake
???

OBJECTIVE

Complete the following in order:

1. Destroy the Switchboard in **Nuke Building B2** by moving a / into the space with the Switchboard.
2. Any player reaches the Exit on **Nuke Building B2**.

SPECIAL RULES

- **No Fire Zone:** No ranged weapons or explosives can be used on the **Nuke Building L1** or **Nuke Building Truck** tiles.
- **Elevator:** Players may travel using the Elevator by performing an Interact action in the Elevator space. Move the Elevator tile and all figures in it to any other Elevator Shaft tile on the map. Players may also summon the Elevator by performing an Interact action on the Elevator Shaft.

FAILURE

- The Game Over card is revealed.

OR

- Any player is Killed in Action (KIA).

EVENT A

- Remove A from the map.

Snake! Watch out! That place is filled with gas. Also, the floor is electrified. First, destroy the high voltage switch. It's the switchboard on the northwest wall.

But how? I can't reach it.

Use a remote-controlled missile.

SPECIAL RULES (EVENT A)

- **Electrified Floor:** Whenever a player moves onto an electrified floor space, **including now**, they take 2 damage and move back to the nearest non-electrified space. This remains in effect until the Switchboard in Nuke Building B2 has been destroyed.
- **Poison Gas:** Nuke Building B2 is filled with poison gas. The yellow-bordered areas are safe from the gas. If Snake or Meryl are in Nuke Building B2 and not in a yellow-bordered area at the end of their turn, they are killed by the gas and the mission fails.

EVENT B

- Remove B from the map and take the Nikita Special Action card.

EVENT C

- Remove C and place it on your Player dashboard.

STAGE CLEARED

- Unlock **Equipment Card #009**
- If a player has C on their dashboard, unlock **Equipment Card #010**
- Go to **page 53.**

STAGE 6 – NUCLEAR WARHEAD STORAGE BUILDING

STARTING AREA

GUARDS X6

A B C

EVENTS X3

EXIT

EXIT

OBSTACLE BLOCK LOS

STAGE SETUP

S 10A

S 9A

B E 15A

11A

BUDDA
BUDDA
BUDDA
AAAGGH!
IT LOOKS LIKE THEY WERE *CUT* BY SOME TYPE OF BLADE.

IT'S... IT'S A GHOST!
UUURGH...
FWUMP

STEALTH CAMOUFLAGE?
WH-WHO ARE YOU?

WHERE IS MY FRIEND?
WHAT... WHAT ARE YOU *TALKING* ABOUT?
WHAT NEXT?
SNAKE!
YOU'RE THAT *NINJA*.
I'VE BEEN *WAITING* FOR YOU, SNAKE.
WHO ARE YOU?
NEITHER ENEMY *NOR* FRIEND. I AM BACK FROM A WORLD WHERE SUCH WORDS ARE *MEANINGLESS*. I'VE REMOVED ALL OBSTACLES. NOW YOU AND I WILL BATTLE TO THE DEATH.
WHAT DO YOU WANT?
I'VE WAITED A LONG TIME FOR THIS DAY.
NOW I WANT TO ENJOY THE MOMENT.
WHAT... WHAT'S *WITH* THESE GUYS? IT'S LIKE ONE OF MY JAPANESE ANIMES...

I'VE COME FROM ANOTHER WORLD TO DO BATTLE WITH YOU.
WHAT FOR? REVENGE?
IT IS NOTHING SO TRIVIAL AS REVENGE. A FIGHT TO THE DEATH WITH YOU—ONLY IN THAT CAN MY SOUL FIND RESPITE.
I WILL KILL YOU OR YOU WILL KILL ME... IT MAKES NO DIFFERENCE.
WAAAAAAAAAH!
HA! FINE! HE CAN WATCH FROM INSIDE THERE.
I NEED THAT MAN. KEEP YOUR HANDS OFF HIM.
NOW, SNAKE... MAKE ME FEEL ALIVE AGAIN.

STAGE 7

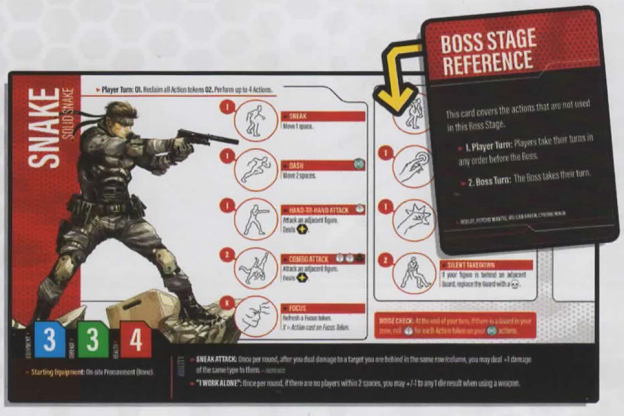
Boss Stage (60 minutes)

1 2

TILES USED: Laboratory

BOSS SETUP

1. Place the standard Boss Stage Reference card over the highlighted area of each player's dashboard.



2. Shuffle the 5 Cyborg Ninja Boss cards to form the Boss deck.
3. Gather the 4 Shadow tokens to use for this stage.

OBJECTIVE

- Defeat Cyborg Ninja.

SPECIAL RULES

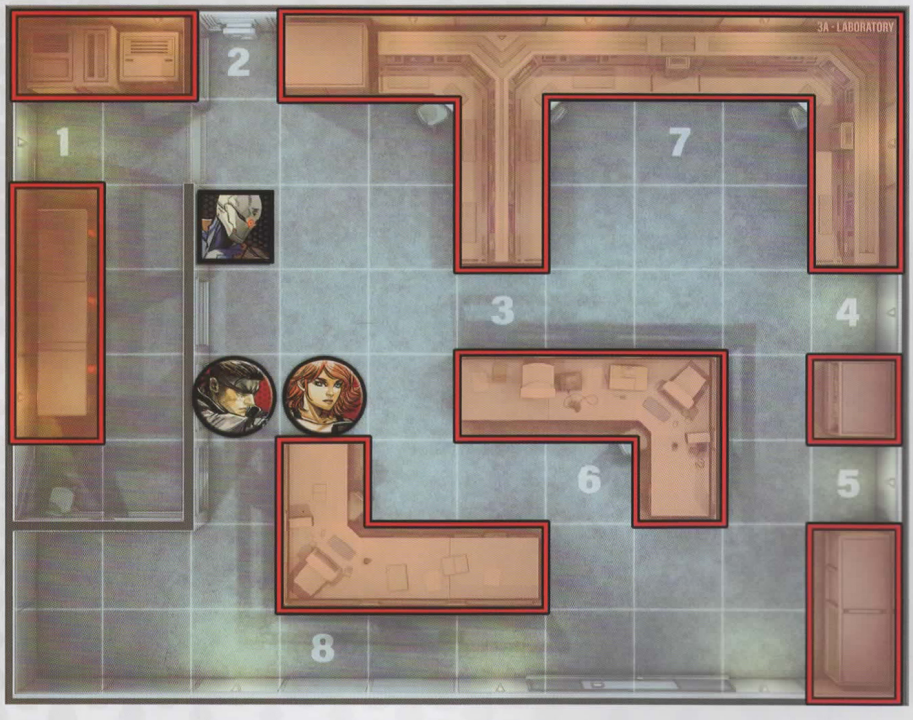
- **Always on Guard:** Snake cannot perform Sneak Attack against Cyborg Ninja.

FAILURE

- Any player is Killed in Action (KIA).

STAGE CLEARED

- Unlock **Equipment Card #011**
- Go to **page 59.**



STARTING AREA

NINJA

OBSTACLE BLOCK LOS

3A

STAGE SETUP

Snake

Campbell

Naomi

Gray Fox... Colonel, that ninja is Gray Fox. No doubt about it.

Ridiculous! You of all people should know he died in Zanzibar.

No, he should have died... but he didn't.

What!?

It happened before I joined FOXHOUND's medical staff. They were using a soldier for their gene therapy experiments.

I never heard that.

It happened right after you retired. My predecessor, Dr. Clark, was in charge.

Dr. Clark...

Yes. He started the gene therapy project.

And where is he now?

He was killed in an explosion in his lab two years ago.

And what about this soldier?

Apparently, for their test subject, they decided to use the body of a soldier who was recovered after the fall of Zanzibar...

And that was Gray Fox...

But he was already dead...

Yes, but they revived him. They fitted him with a prototype exoskeleton and kept him drugged up for four years while they experimented on him like a plaything. Today's genome soldiers were born from those experiments.

Naomi
Snake
Campbell

That's the sickest thing I ever heard.

They used him to test all sorts of gene therapy techniques.

Naomi, why didn't you tell us about this sooner?

Because it's confidential information.

Is that the only reason?

...

Naomi, what happened to Gray Fox after that?

The record says he died in the explosion.

I see... But even if that ninja is Gray Fox, the question is, why?

From what I could tell, he didn't know who he was.

Are you saying that he's just a mindless robot?

I'm not sure, but he seems intent on fighting me to the death. We'll meet again. I know it.

So, you'll fight again? Until you kill him?

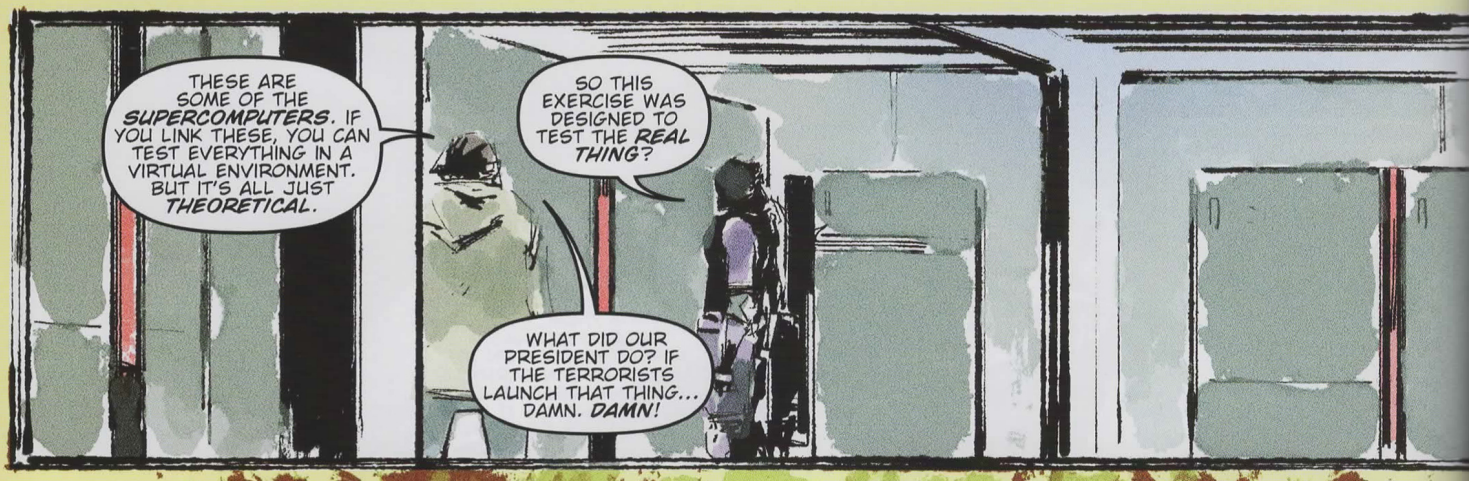
Hmm... I'd rather not, but maybe that's what he wants...

...

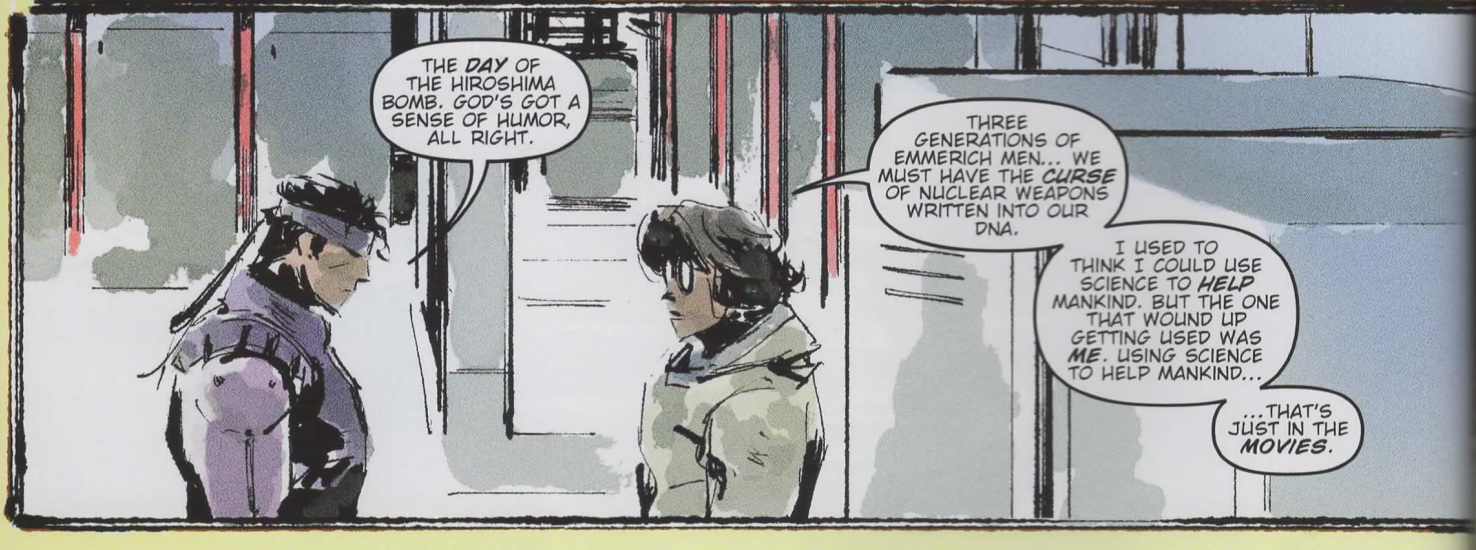
WELL, IF THAT'S ALL, IT'S NOTHING TO WORRY ABOUT. I WANT TO ASK YOU SOMETHING. I NEED INFORMATION ABOUT METAL GEAR.
HUH? METAL GEAR?
YEAH. WHAT'S METAL GEAR REALLY DESIGNED FOR?
IT'S A MOBILE TMD. IT'S DESIGNED TO SHOOT DOWN NUCLEAR MISSILES—ONLY FOR DEFENSIVE PURPOSES, OF COURSE.
LIAR! I ALREADY KNOW THAT METAL GEAR IS NOTHING MORE THAN A NUCLEAR-EQUIPPED WALKING DEATHMOBILE.
NUCLEAR? WHAT ARE YOU TALKING ABOUT?
THE TERRORISTS ARE PLANNING TO USE METAL GEAR TO LAUNCH A NUCLEAR MISSILE. YOU'RE TELLING ME YOU DIDN'T KNOW?
THEY'RE GOING TO PUT A NUCLEAR MISSILE INTO METAL GEAR'S TMD MISSILE MODULE?
WRONG. FROM THE BEGINNING, THE PURPOSE OF THIS EXERCISE WAS TO TEST METAL GEAR'S NUCLEAR LAUNCH CAPABILITY USING A DUMMY NUCLEAR WARHEAD. THE TERRORISTS ARE JUST CONTINUING THE WORK YOU STARTED.
NO, YOU'RE WRONG....
I HEARD IT DIRECTLY FROM YOUR BOSS, BAKER.
NO... A NUCLEAR MISSILE ON REX?
SO... YOU REALLY DIDN'T KNOW?
NO. ALL THE ARMAMENT WAS BUILT BY A SEPARATE DEPARTMENT, AND THE PRESIDENT PERSONALLY SUPERVISED THE FINAL ASSEMBLY OF THE MAIN UNIT.
PRESIDENT BAKER?

YEAH. I WAS NEVER TOLD EXACTLY WHAT THEY ARMED REX WITH. I... I ONLY KNOW IT'S EQUIPPED WITH A VULCAN CANNON, A LASER, AND A RAIL GUN.
A RAIL GUN, YOU SAID?
YEAH. IT USES MAGNETS TO FIRE BULLETS AT EXTREMELY HIGH VELOCITY.
THE TECHNOLOGY WAS ORIGINALLY DEVELOPED FOR THE SDI SYSTEM AND LATER SCRAPPED. WE WERE SUCCESSFUL IN MINIATURIZING IT IN A JOINT VENTURE BETWEEN ARMSTECH AND RIVERMORE NATIONAL LABS.
THE RAIL GUN IS ON REX'S RIGHT ARM.

METAL GEAR'S MAIN FUNCTION IS TO LAUNCH NUCLEAR MISSILES. YOU'RE SURE YOU'RE NOT *FORGETTING* SOMETHING?
IT'S *TRUE* THAT METAL GEAR HAS A MISSILE MODULE ON HIS BACK THAT CAN CARRY UP TO EIGHT MISSILES. BUT ARE YOU SAYING IT WAS ORIGINALLY MEANT TO CARRY NUCLEAR MISSILES?
YEAH—BUT THAT'S NOT *ALL*, I THINK. IF METAL GEAR FIRED ONLY STANDARD NUCLEAR MISSILES, THEN THEY SHOULD ALREADY HAVE ALL THE PRACTICAL DATA THEY NEED.
NO... COULD IT BE?
METAL GEAR'S CO-DEVELOPER, *RIVERMORE NATIONAL LABS*, WAS WORKING ON A NEW TYPE OF NUCLEAR WEAPON....
"...THEY WERE USING *NOVA* AND *NIF* LASER NUCLEAR FUSION TESTING EQUIPMENT AND SUPERCOMPUTERS."
"SO THEY DEVELOPED A NEW TYPE OF NUCLEAR WEAPON IN A *VR TESTING LAB*, HUH?"
"YES, BUT YOU CAN'T USE VIRTUAL DATA ON A BATTLEFIELD. THEY WOULD NEED *ACTUAL* LAUNCH DATA."

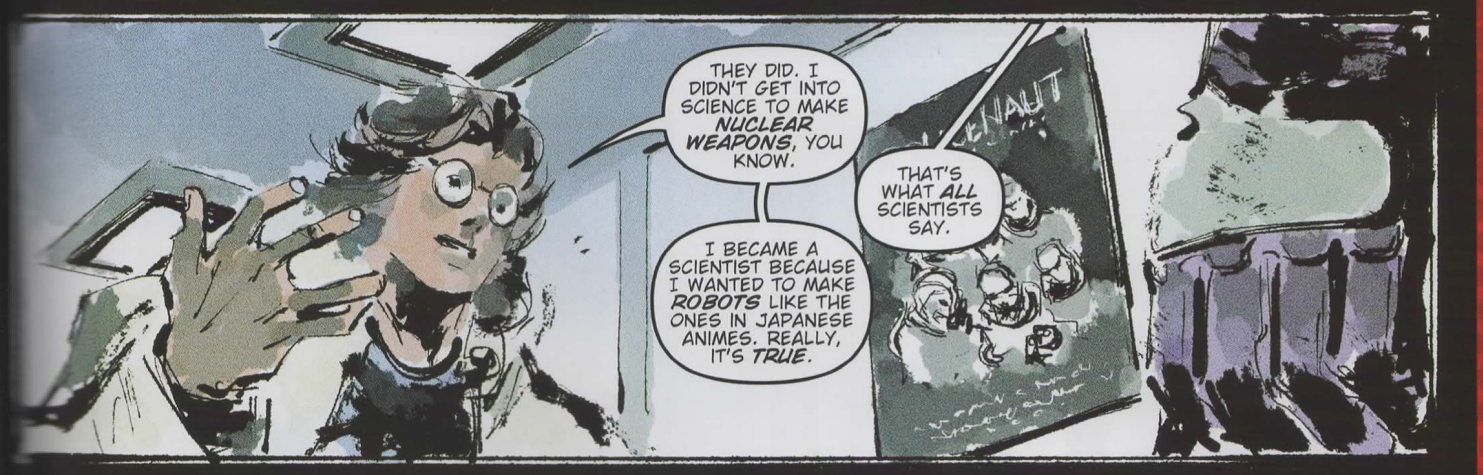


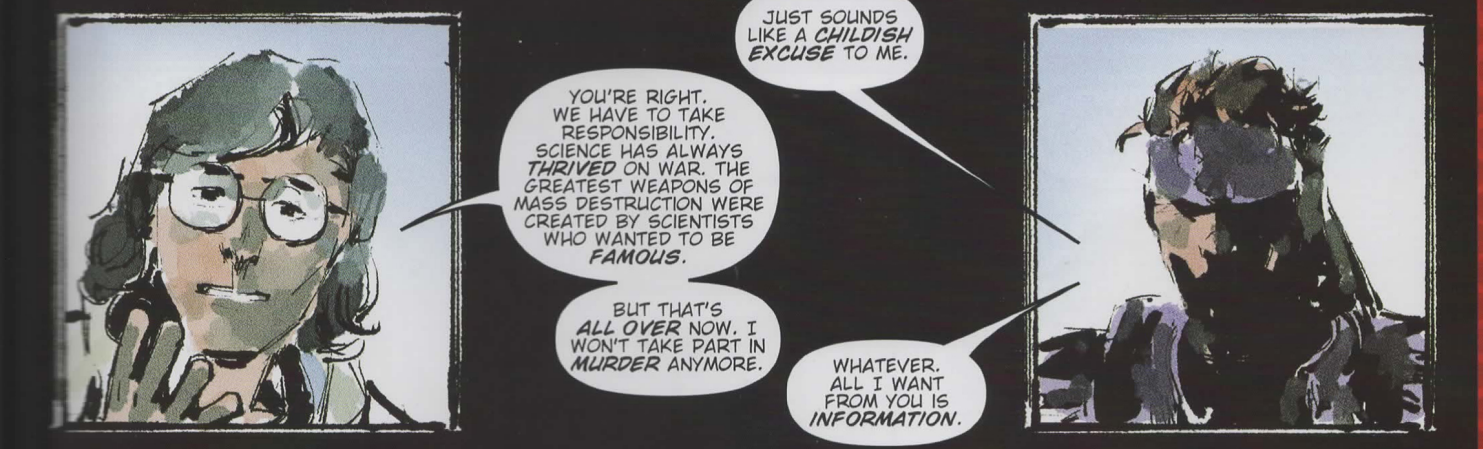
"...MY GRANDFATHER WAS PART OF THE MANHATTAN PROJECT. HE SUFFERED FROM GUILT FOR THE REST OF HIS LIFE. AND MY FATHER... HE WAS BORN ON AUGUST 6, 1945..."



THAT'S ENOUGH CRYING. PULL YOURSELF TOGETHER! WHERE IS METAL GEAR? WHERE ON THIS BASE ARE THEY KEEPING IT?
REX IS IN THE UNDERGROUND MAINTENANCE BASE.
WHERE IS THAT?
"NORTH OF THE COMMUNICATIONS TOWER. BUT IT'S A LONG WAY THERE."
"THE EMERGENCY OVERRIDE SYSTEM FOR THE DETONATION CODE IS THERE TOO?"
"YEAH, IN THE MAINTENANCE BASE'S CONTROL ROOM. YOU BETTER HURRY—IF THEY WERE PLANNING A LAUNCH FROM THE START, THEN THEIR BALLISTIC PROGRAM IS PROBABLY FINISHED. AND SINCE THEY HAVEN'T CALLED FOR ME IN A FEW HOURS, THEY MUST NOT NEED ME.
"IN OTHER WORDS, THEY MUST BE READY TO LAUNCH."
MERYL'S GOT THE DETONATION OVERRIDE KEYS. WE'LL LINK UP WITH HER.
IF WE CAN'T OVERRIDE THE LAUNCH, WE'LL HAVE TO DESTROY REX.
I'LL SHOW YOU THE WAY.
ON THAT LEG OF YOURS? YOU'LL JUST SLOW ME DOWN.
YOU'LL NEED ME IF YOU'RE GONNA DESTROY REX.
I DON'T NEED YOU. I JUST NEED YOUR BRAIN.
I CREATED REX. IT'S MY RIGHT... MY DUTY TO DESTROY HIM.
IF YOU GET A CHANCE, TRY TO ESCAPE. WHEN THE COAST IS CLEAR, I'LL TRY TO CONTACT YOU BY CODEC.
HOW AM I SUPPOSED TO ESCAPE FROM AN ISLAND?
GOOD POINT.
SO WHAT, THEN?
I WANT YOU TO HIDE SOMEWHERE AND KEEP ME INFORMED. YOU KNOW THIS PLACE WELL, DON'T YOU?
OF COURSE I DO. AND DON'T WORRY...

...I'VE GOT THIS.
IT'S THE SAME STEALTH TECHNOLOGY AS THE NINJA. FOXHOUND WAS GOING TO USE THEM, BUT... WITH THIS, I'LL BE FINE, BAD LEG AND ALL.
GOOD. BUT I WANT MERYL TO WATCH AFTER YOU, TOO.
YOU'RE NOT IN PAIN, ARE YOU?
HUH?
YOU FEEL OKAY? NOTHING BOTHERING YOU?
WHAT'S WRONG? GETTING FRIENDLY ALL OF A SUDDEN?
OH, NOTHING... I'M GLAD YOU'RE OKAY.
YOU'RE STRANGE.
I'M A LITTLE NERVOUS. EVERYONE ELSE I'VE SAVED SUDDENLY DIES.
YOU'RE BAD LUCK.
FORGET IT, DOCTOR.
CALL ME OTACON.
OTACON?
IT STANDS FOR OTAKU CONVENTION. AN OTAKU IS A GUY LIKE ME WHO LIKES JAPANIMATION.
JAPAN WAS THE FIRST COUNTRY TO SUCCESSFULLY MAKE BIPEDAL ROBOTS. THEY'RE STILL THE BEST TODAY IN THE FIELD OF ROBOTICS.
AND JAPANESE CARTOONS PLAYED SOME PART IN THAT?

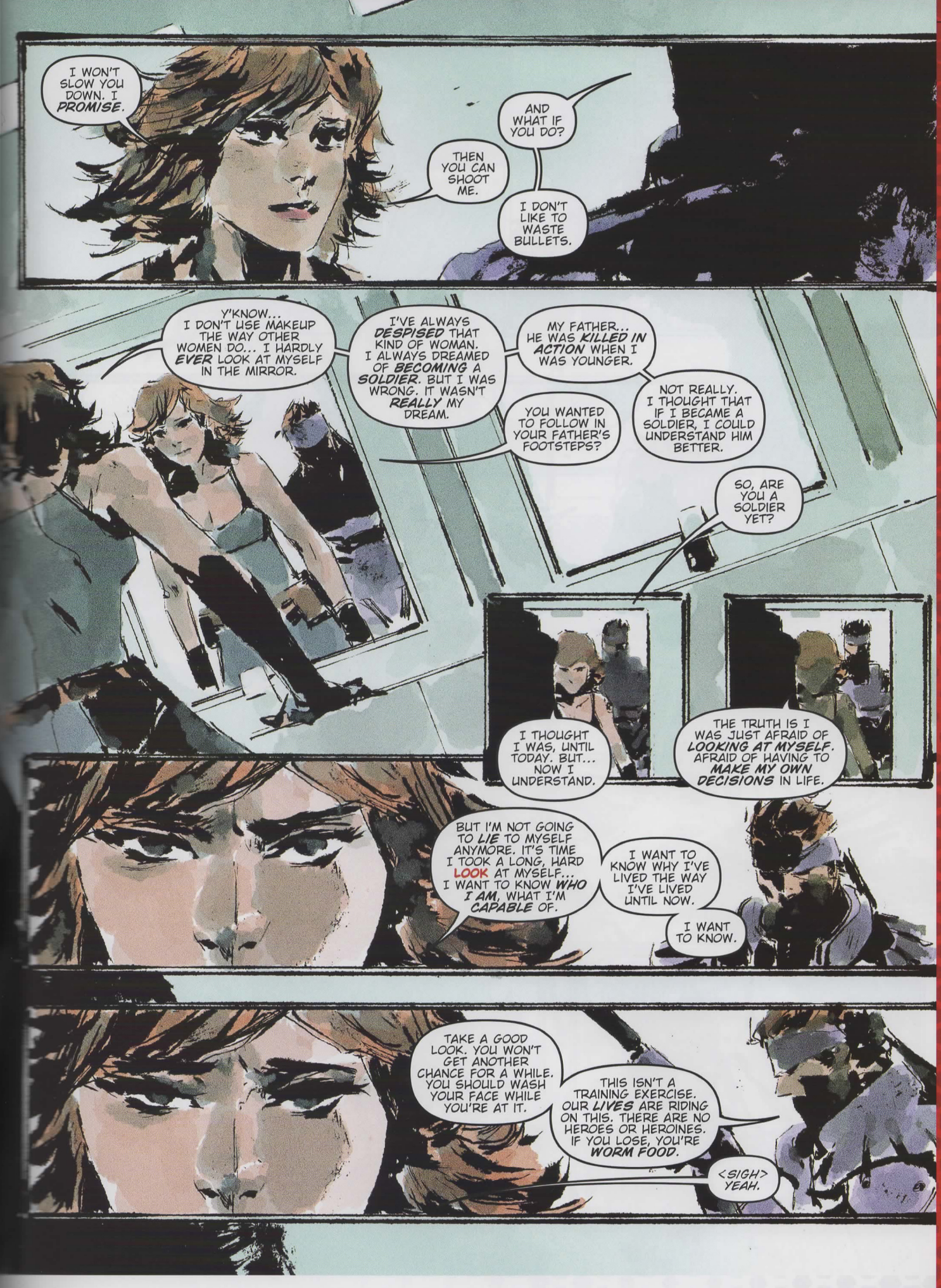

THEY DID. I DIDN'T GET INTO SCIENCE TO MAKE NUCLEAR WEAPONS, YOU KNOW.
I BECAME A SCIENTIST BECAUSE I WANTED TO MAKE ROBOTS LIKE THE ONES IN JAPANESE ANIMES. REALLY, IT'S TRUE.
THAT'S WHAT ALL SCIENTISTS SAY.


JUST SOUNDS LIKE A CHILDISH EXCUSE TO ME.
YOU'RE RIGHT. WE HAVE TO TAKE RESPONSIBILITY. SCIENCE HAS ALWAYS THRIVED ON WAR. THE GREATEST WEAPONS OF MASS DESTRUCTION WERE CREATED BY SCIENTISTS WHO WANTED TO BE FAMOUS.
BUT THAT'S ALL OVER NOW. I WON'T TAKE PART IN MURDER ANYMORE.
WHATEVER. ALL I WANT FROM YOU IS INFORMATION.

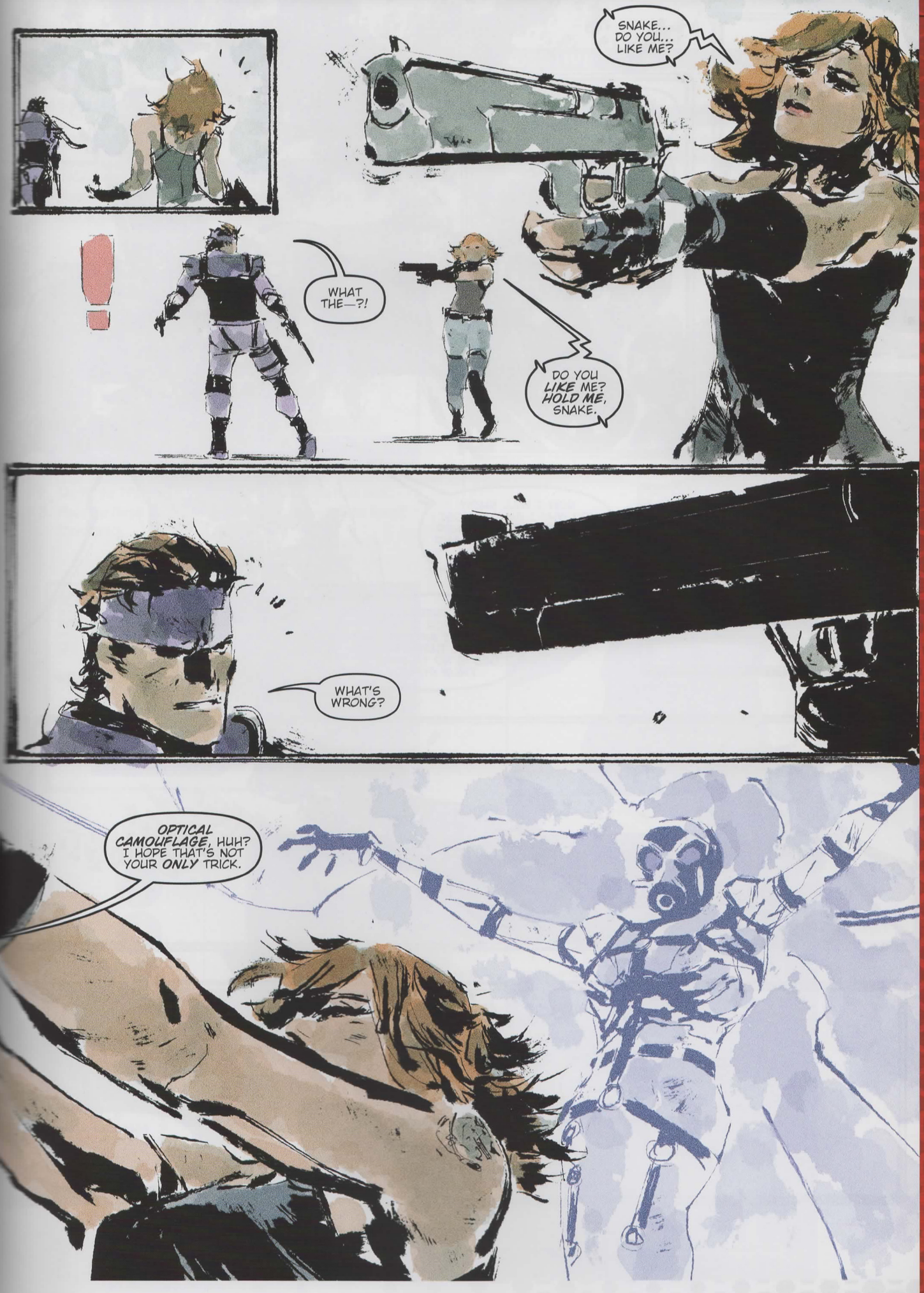
SURE. I KNOW EVERYTHING ABOUT THIS WHOLE BASE.
ALSO, WITH THIS STEALTH CAMOUFLAGE, I CAN SNEAK IN AND OUT OF THE ARMORY AND MESS HALL.

IF YOU NEED AMMO OR RATIONS, JUST TELL ME AND I'LL BRING THEM TO YOU.
I'M ON FREQUENCY 141.12. SEE YA LATER.

**Snake makes his way to meet up with Meryl in the one place that they could be alone together.


I WON'T SLOW YOU DOWN. I PROMISE.
AND WHAT IF YOU DO?
THEN YOU CAN SHOOT ME.
I DON'T LIKE TO WASTE BULLETS.
Y'KNOW... I DON'T USE MAKEUP THE WAY OTHER WOMEN DO... I HARDLY EVER LOOK AT MYSELF IN THE MIRROR.
I'VE ALWAYS DESPISED THAT KIND OF WOMAN. I ALWAYS DREAMED OF BECOMING A SOLDIER. BUT I WAS WRONG. IT WASN'T REALLY MY DREAM.
MY FATHER... HE WAS KILLED IN ACTION WHEN I WAS YOUNGER.
YOU WANTED TO FOLLOW IN YOUR FATHER'S FOOTSTEPS?
NOT REALLY. I THOUGHT THAT IF I BECAME A SOLDIER, I COULD UNDERSTAND HIM BETTER.
SO, ARE YOU A SOLDIER YET?
I THOUGHT I WAS, UNTIL TODAY. BUT... NOW I UNDERSTAND.
THE TRUTH IS I WAS JUST AFRAID OF LOOKING AT MYSELF. AFRAID OF HAVING TO MAKE MY OWN DECISIONS IN LIFE.
BUT I'M NOT GOING TO LIE TO MYSELF ANYMORE. IT'S TIME I TOOK A LONG, HARD LOOK AT MYSELF... I WANT TO KNOW WHO I AM, WHAT I'M CAPABLE OF.
I WANT TO KNOW WHY I'VE LIVED THE WAY I'VE LIVED UNTIL NOW.
I WANT TO KNOW.
TAKE A GOOD LOOK. YOU WON'T GET ANOTHER CHANCE FOR A WHILE. YOU SHOULD WASH YOUR FACE WHILE YOU'RE AT IT.
THIS ISN'T A TRAINING EXERCISE. OUR LIVES ARE RIDING ON THIS. THERE ARE NO HEROES OR HEROINES. IF YOU LOSE, YOU'RE WORM FOOD.
<SIGH> YEAH.

REST ROOM
THAT'S STRANGE. THERE'S NO GUARD.
WHAT HAPPENED TO THE MUSIC?
MY HEAD! ...OOH, IT HURTS!
WHAT'S WRONG?
DON'T COME HERE, SNAKE!
ARE YOU OKAY? WHAT HAPPENED?
I'M FINE. LET'S GO.
C'MON, MR. FOXHOUND. THE COMMANDER IS WAITING.


SNAKE... DO YOU... LIKE ME?
!
WHAT THE—?!
DO YOU *LIKE* ME? *HOLD ME*, SNAKE.
WHAT'S WRONG?
OPTICAL CAMOUFLAGE, HUH? I HOPE THAT'S NOT YOUR *ONLY* TRICK.

YOU! YOU DOUBT MY POWER?!
NOW I WILL SHOW YOU WHY I AM THE MOST POWERFUL PRACTITIONER OF PSYCHOKINESIS AND TELEPATHY IN THE WORLD.
NO... THERE'S NO NEED FOR WORDS, SNAKE. I AM PSYCHO MANTIS. THAT'S RIGHT... THIS IS NO TRICK. IT IS TRUE POWER.
BANG! BANG! BANG!
IT'S USELESS. I TOLD YOU... I CAN READ YOUR EVERY THOUGHT. NOW...
WHAT DO YOU THINK NOW?! CAN YOU FEEL MY POWER NOW?! THE DEMONSTRATION IS OVER!

STAGE 8

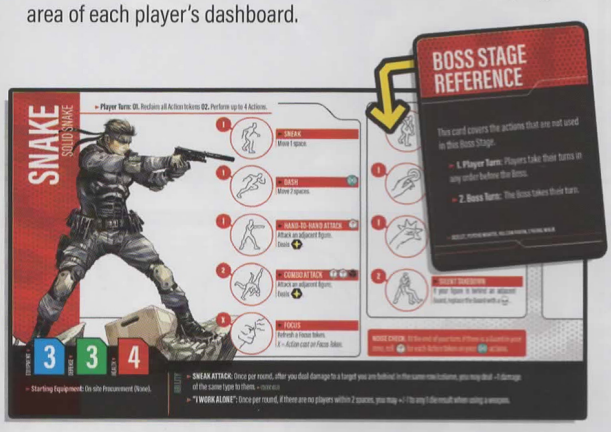
Boss Stage (45 minutes)

1 2

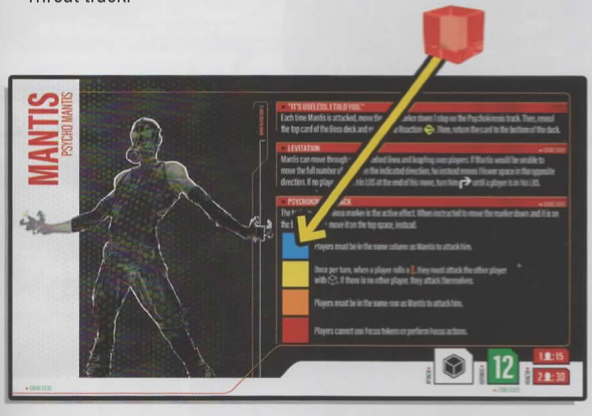
TILES USED: Commander's Room

BOSS SETUP

1. Place the standard Boss Stage Reference card over the highlighted area of each player's dashboard.



2. Shuffle the 7 Psycho Mantis Boss cards to form the Boss deck.
3. Place the Threat marker on the topmost space on Psycho Mantis' Threat track.



OBJECTIVE

- Defeat Psycho Mantis.

SPECIAL RULES

- **Office Furniture:** Players cannot move through yellow dashed lines. These lines do not block LOS and players may shoot through them.

FAILURE

- Any player is Killed in Action (KIA).

STAGE CLEARED

- Unlock **Equipment Card #013**
- Go to **page 74.**

STARTING AREA

MANTIS

IMPASSABLE, DOES NOT BLOCK LOS

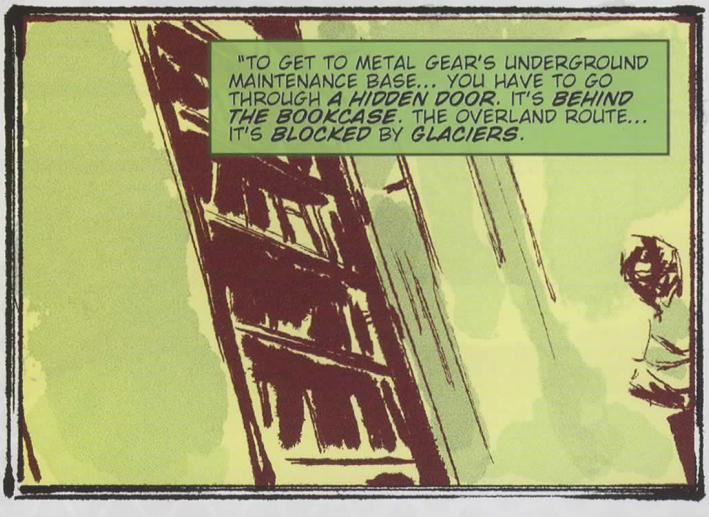
12A

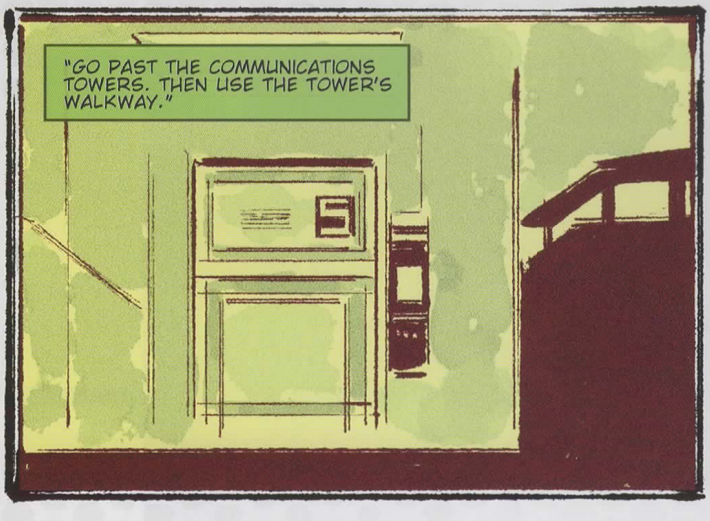
STAGE SETUP

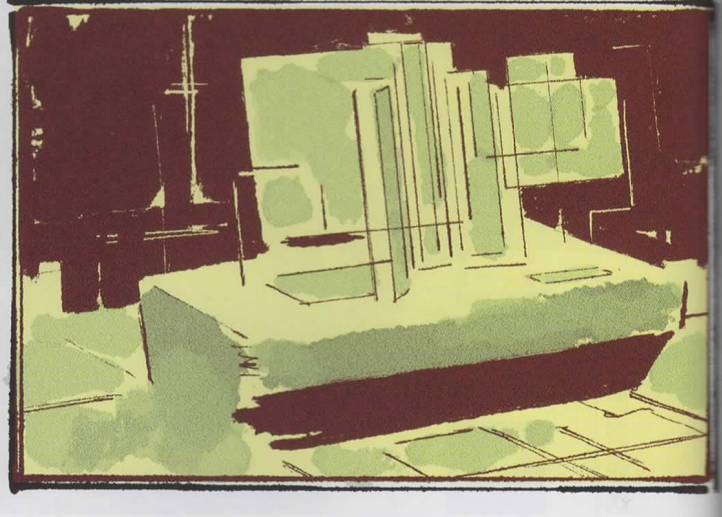
SO... YOU USED THE OTHER... I... I WASN'T ABLE TO READ THE FUTURE...

A STRONG MAN DOESN'T NEED TO READ THE FUTURE. HE MAKES HIS OWN.

PERHAPS SO... BUT I WILL ALSO READ YOUR FUTURE...


"TO GET TO METAL GEAR'S UNDERGROUND MAINTENANCE BASE... YOU HAVE TO GO THROUGH A HIDDEN DOOR. IT'S BEHIND THE BOOKCASE. THE OVERLAND ROUTE... IT'S BLOCKED BY GLACIERS.


"GO PAST THE COMMUNICATIONS TOWERS. THEN USE THE TOWER'S WALKWAY."



WHY ARE YOU TELLING ME THIS?
I CAN READ PEOPLE'S MINDS. IN MY LIFETIME I HAVE READ THE PASTS, PRESENTS, AND FUTURES OF THOUSANDS UPON THOUSANDS OF MEN AND WOMEN.
OH... GROSS...
AND EACH MIND THAT I PEERED INTO WAS STUFFED WITH THE SAME SINGLE OBJECT OF OBSESSION. THAT SELFISH AND ATAVISTIC DESIRE TO PASS ON ONE'S SEED... IT WAS ENOUGH TO MAKE ME SICK.
EVERY LIVING THING ON THIS PLANET EXISTS TO MINDLESSLY PASS ON THEIR DNA. WE'RE DESIGNED THAT WAY. AND THAT'S WHY THERE IS WAR.
BUT YOU... YOU ARE DIFFERENT... YOU'RE THE SAME AS US. WE HAVE NO PAST, NO FUTURE. WE LIVE IN THE MOMENT. THAT'S OUR ONLY PURPOSE.
HUMANS WEREN'T DESIGNED TO BRING EACH OTHER HAPPINESS. FROM THE MOMENT WE'RE THROWN INTO THIS WORLD, WE'RE FATED TO BRING EACH OTHER NOTHING BUT PAIN AND MISERY.
THE FIRST PERSON WHOSE MIND I DOVE INTO WAS MY FATHER'S. I SAW NOTHING BUT DISGUST AND HATRED FOR ME IN HIS HEART.
MY MOTHER DIED IN CHILDBIRTH... AND HE DESPISED ME FOR IT... I THOUGHT MY FATHER WAS GOING TO KILL ME.

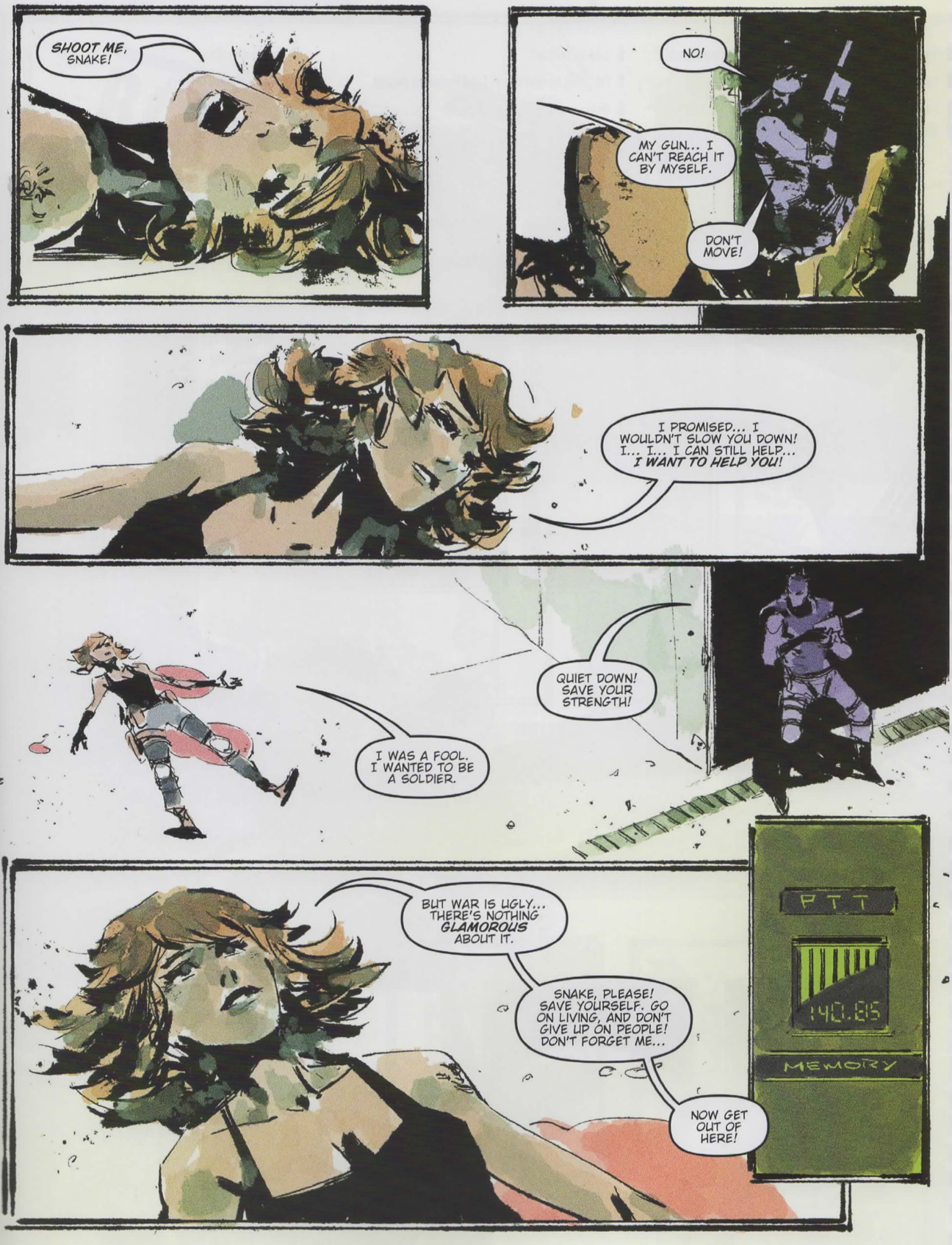
THAT'S WHEN MY FUTURE DISAPPEARED. I LOST MY PAST AS WELL. WHEN I CAME TO, THE VILLAGE WAS ENGULFED IN FLAMES...
ARE YOU SAYING YOU BURNED YOUR VILLAGE DOWN TO BURY YOUR PAST?
I SEE THAT YOU HAVE SUFFERED THE SAME TRAUMA.
WE ARE TRULY THE SAME, YOU AND I... THE WORLD IS A MORE INTERESTING PLACE WITH PEOPLE LIKE YOU IN IT...
I NEVER AGREED WITH THE BOSS'S REVOLUTION. HIS DREAMS OF WORLD CONQUEST DO NOT INTEREST ME. I JUST WANTED AN EXCUSE TO KILL AS MANY PEOPLE AS I COULD.
YOU MONSTER!
LET HIM TALK. HE DOESN'T HAVE MUCH TIME LEFT.
I'VE SEEN TRUE EVIL. YOU, SNAKE. YOU'RE JUST LIKE THE BOSS... NO, YOU'RE WORSE. COMPARED TO YOU, I'M NOT SO BAD.
I READ HER MIND AS WELL.

I SAW YOU THERE... YOU HAVE A LARGE PLACE IN HER HEART.
BUT I DO NOT KNOW IF YOUR FUTURES LIE TOGETHER.
I HAVE A LAST REQUEST.
MY MASK... PUT IT BACK ON.
LIKE THIS... OTHER PEOPLE'S THOUGHTS FORCE THEIR WAY INTO MY MIND. BEFORE I DIE... I WANT TO BE BY MYSELF. I WANT TO BE LEFT ALONE IN MY OWN WORLD.
I'LL OPEN THE DOOR FOR YOU.
IF YOU WANT TO FIND YOUR FUTURE, GO THROUGH THAT DOOR. THIS IS THE FIRST TIME I'VE EVER USED MY POWER TO HELP SOMEONE. IT'S STRANGE... IT FEELS... KIND OF...
...NICE.

LET'S GO, MERYL.
I'M SORRY...
HOW COULD I LET MANTIS CONTROL MY MIND LIKE THAT...
IF YOU'RE GOING TO DOUBT YOURSELF, I'LL LEAVE YOU HERE.
NEVER DOUBT YOURSELF. JUST LET IT MAKE YOU STRONGER. LEARN SOMETHING FROM IT.
YOU'RE RIGHT. I'M SORRY. I WON'T DO IT AGAIN.
SNAKE, CAN I ASK YOU SOMETHING?
ABOUT WHAT MANTIS SAID... I WAS JUST WONDERING...
WHAT? WHAT'S THE PROBLEM NOW?
OH, NO... NOTHING. SO, TELL ME, SNAKE—WHAT'S YOUR NAME?
NAMES MEAN NOTHING ON THE BATTLEFIELD.
HOW OLD ARE YOU?
OLD ENOUGH TO KNOW WHAT DEATH LOOKS LIKE.
ANY FAMILY?
NO, BUT I WAS RAISED BY MANY PEOPLE.
IS THERE ANYONE YOU LIKE?
I'VE NEVER BEEN INTERESTED IN ANYONE ELSE'S LIFE...
SO, YOU ARE ALL ALONE. JUST LIKE MANTIS SAID.
OTHER PEOPLE JUST COMPLICATE MY LIFE. I DON'T LIKE TO GET INVOLVED.
YOU'RE A SAD, LONELY MAN.
C'MON... LET'S GO.

MERYL!
WHAT IS IT?
MERYL, GET DOWN!
MERYL!
KRAK
AAAAAAAGHHHH!

POK
KRAK
SNAKE... LEAVE ME AND RUN...
I GUESS... I AM A ROOKIE, AFTER ALL...
DON'T WORRY, MERYL. IT'S ME THEY WANT.
EVEN I KNOW THAT—IT'S THE OLDEST TRICK IN THE BOOK. THE SNIPER'S USING ME FOR BAIT TO LURE YOU OUT.
DAMN!



Campbell

Naomi

Snake

Meryl! Damn! Snake, it's a trap! Sniper's trick to lure you out. The sniper's waiting for you to go and help Meryl so he can pick you off... Don't do it!

It must be Sniper Wolf, FOXHOUND's best shooter.

Snipers usually work in pairs, but this one's alone, huh?

I know her. She can wait for hours, days, or weeks, it doesn't matter to her. She's just watching and waiting for you to expose yourself.

Maybe so, but Meryl can't hold out that long...

Snake, can you see Wolf from where you are?

There's nowhere to hide between here and the tower... She must be on the second floor of the tower.

If Wolf is in the communications tower, she can see you perfectly! It's the classic sniper's position! At that distance, you won't be able to hit her. You'll need a sniper rifle.

Colonel! Take it easy. I'm going to save Meryl no matter what it takes.

Okay, thanks.

...

What's wrong, Naomi?

Nothing... I'm just surprised you're willing to sacrifice yourself... You've got the genes of a soldier, not a savior.

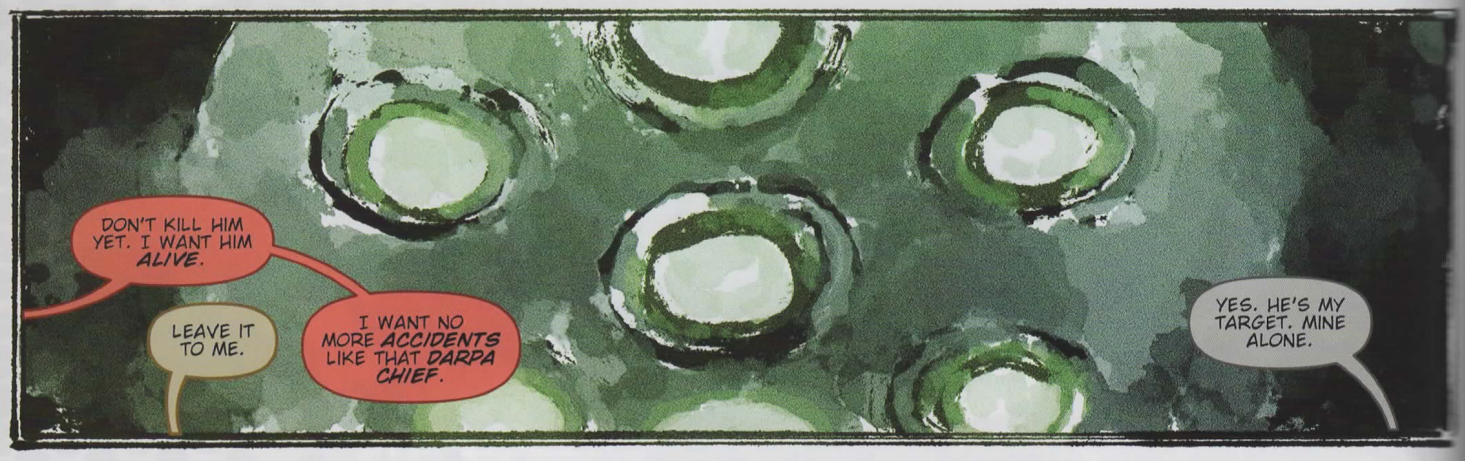
Snake
Naomi
Campbell

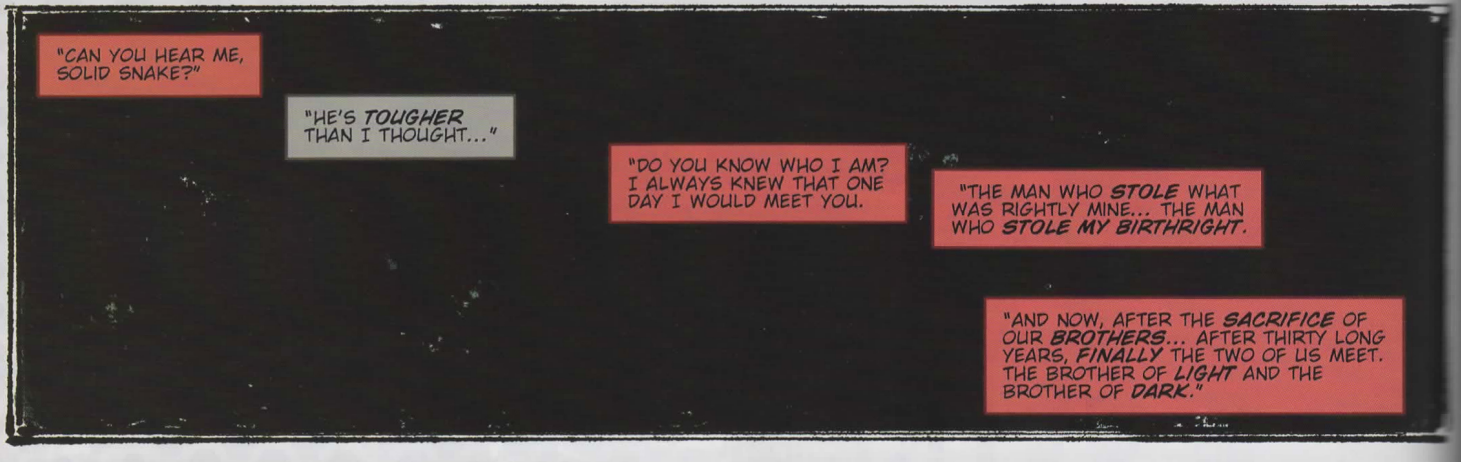
Trying to say that I'm only interested in saving my own skin?
I wouldn't go that far, but...
I don't know what the hell my genes look like, and I don't care. I operate on instinct.
Like an animal?
I'm going to save Meryl. I don't need an excuse.
Okay...
Colonel, don't worry!
Snake, thanks.
I understand. I'm sorry.

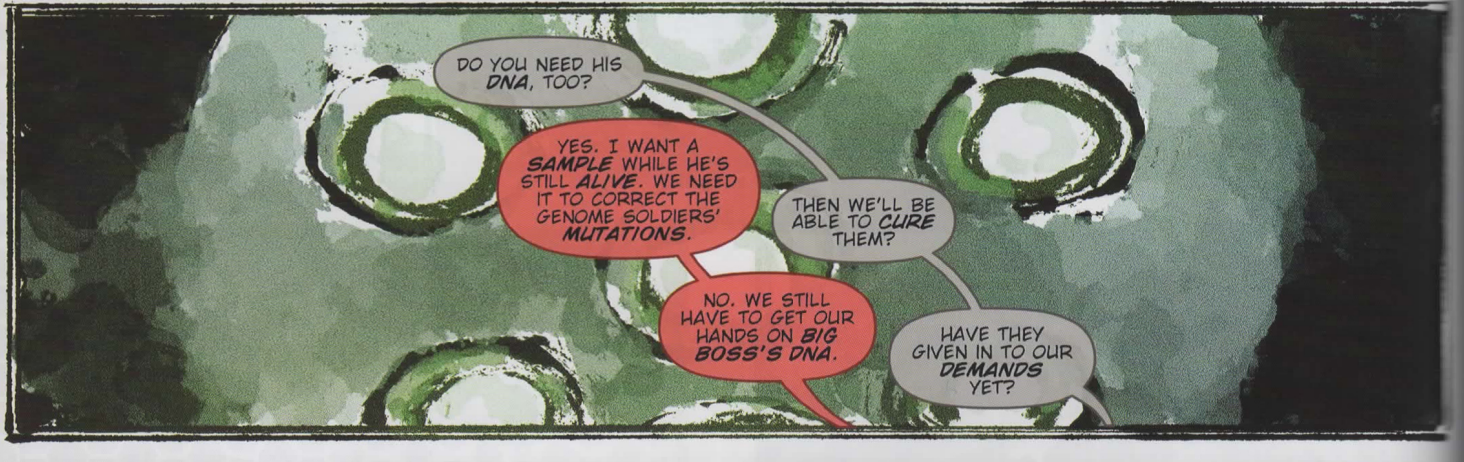
BLAM

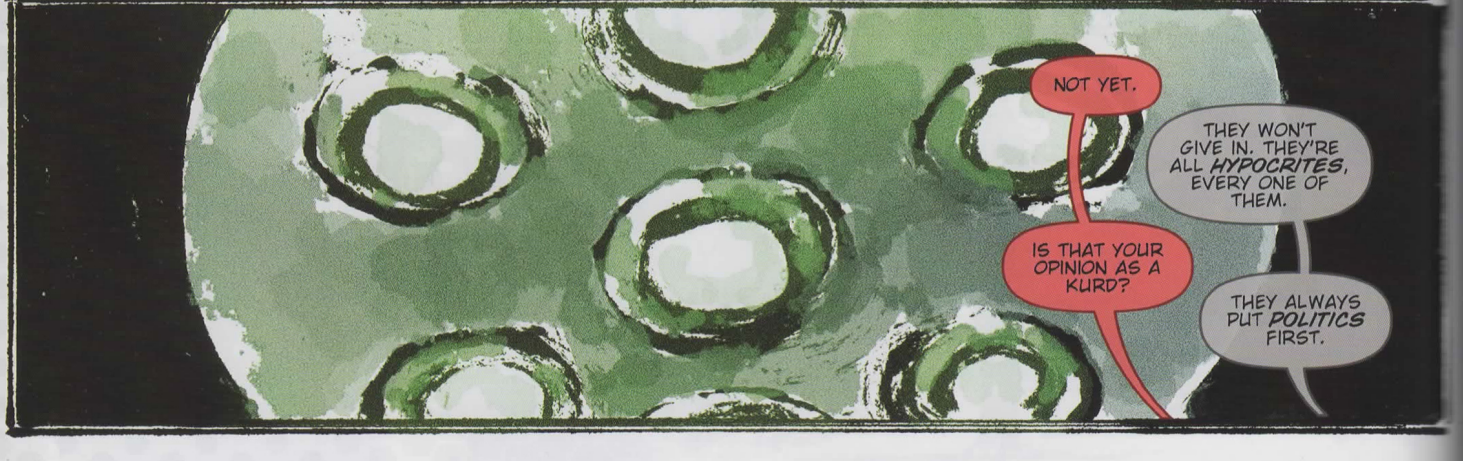
FREEZE!
IT'S HARD TO MISS WHEN YOU'RE THIS CLOSE.
TOSS YOUR WEAPON OVER HERE. SLOWLY...
YOU ARE A FOOL TO COME DOWN HERE... STUPID MAN!
A LADY SNIPER, HUH?
DIDN'T YOU KNOW THAT TWO-THIRDS OF THE WORLD'S GREATEST ASSASSINS ARE WOMEN?
DO YOU WANT TO DIE NOW? OR AFTER YOUR FEMALE FRIEND? WHICH WILL IT BE?
I'LL DIE AFTER I KILL YOU.

IS THAT RIGHT? WELL, AT LEAST YOU'VE GOT SPIRIT.
I AM SNIPER WOLF, AND I ALWAYS KILL WHAT I AIM AT.
YOU'RE MY... SPECIAL PREY. GOT IT?
SLAP
I'VE LEFT MY MARK ON YOU... I WON'T FORGET IT. UNTIL I KILL YOU, YOU'RE ALL I'LL THINK ABOUT.

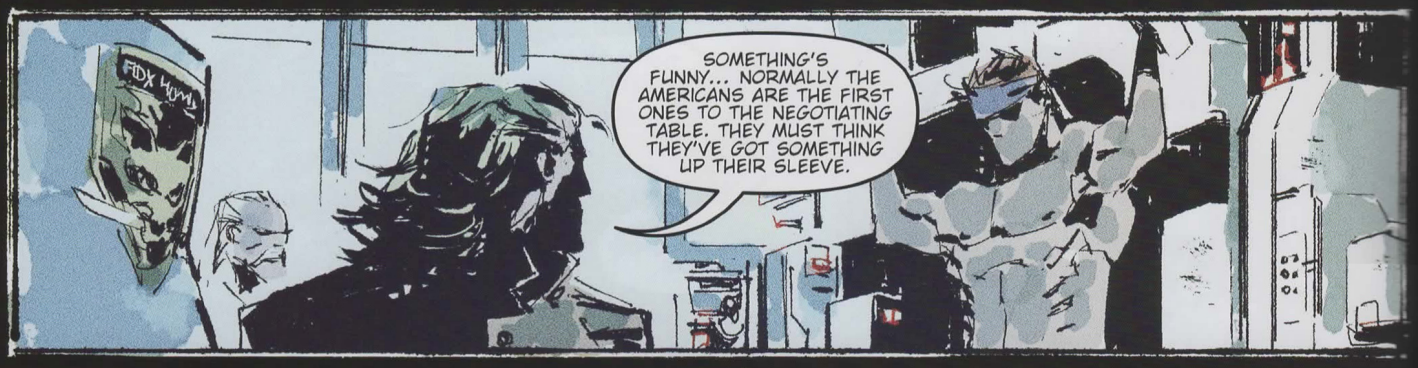

DON'T KILL HIM YET. I WANT HIM ALIVE.
LEAVE IT TO ME.
I WANT NO MORE ACCIDENTS LIKE THAT DARPA CHIEF.
YES. HE'S MY TARGET. MINE ALONE.

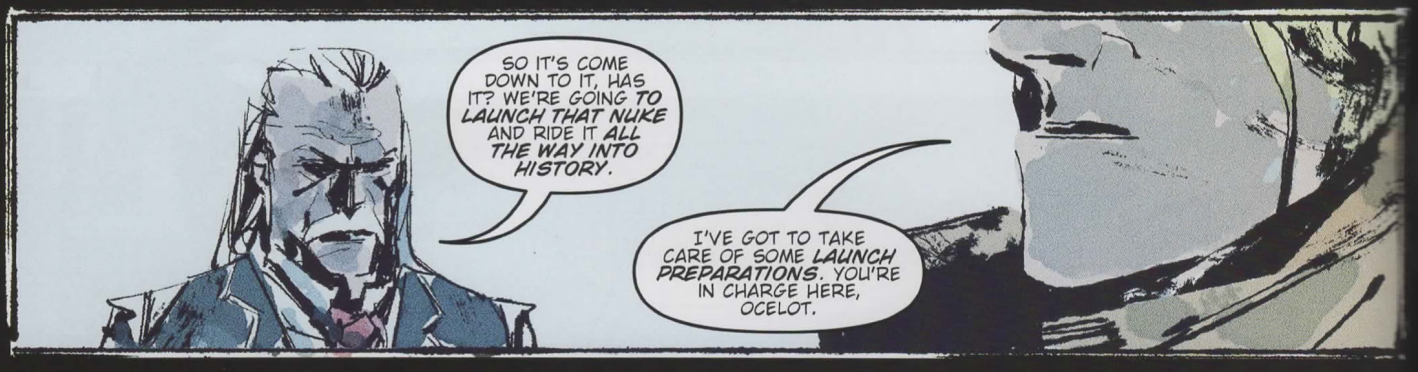

"CAN YOU HEAR ME, SOLID SNAKE?"
"HE'S TOUGHER THAN I THOUGHT..."
"DO YOU KNOW WHO I AM? I ALWAYS KNEW THAT ONE DAY I WOULD MEET YOU.
"THE MAN WHO STOLE WHAT WAS RIGHTLY MINE... THE MAN WHO STOLE MY BIRTHRIGHT.
"AND NOW, AFTER THE SACRIFICE OF OUR BROTHERS... AFTER THIRTY LONG YEARS, FINALLY THE TWO OF US MEET. THE BROTHER OF LIGHT AND THE BROTHER OF DARK."

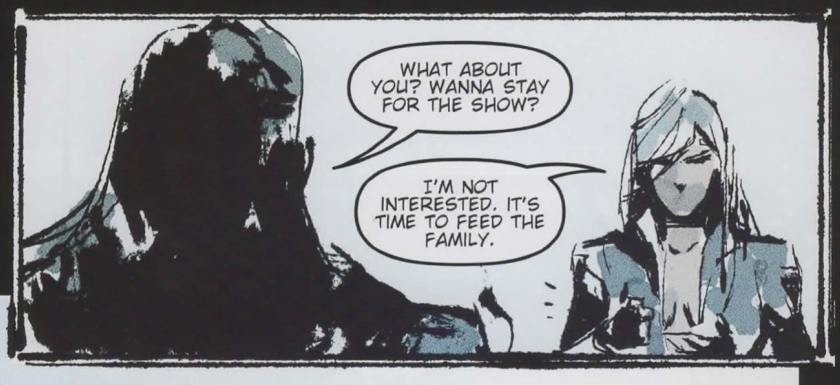

DO YOU NEED HIS DNA, TOO?
YES. I WANT A SAMPLE WHILE HE'S STILL ALIVE. WE NEED IT TO CORRECT THE GENOME SOLDIERS' MUTATIONS.
THEN WE'LL BE ABLE TO CURE THEM?
NO. WE STILL HAVE TO GET OUR HANDS ON BIG BOSS'S DNA.
HAVE THEY GIVEN IN TO OUR DEMANDS YET?

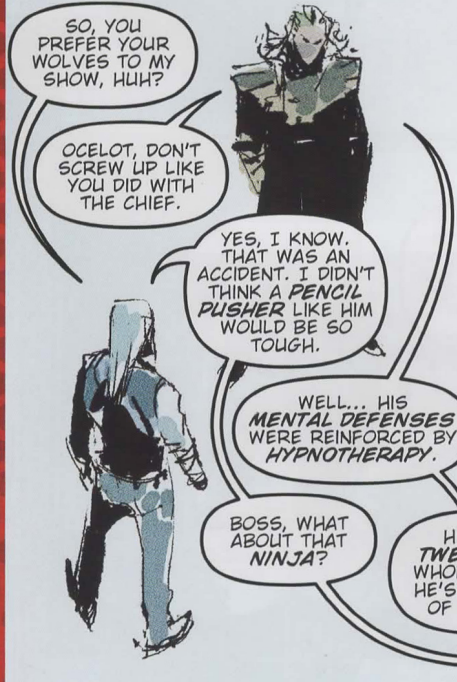

NOT YET.
THEY WON'T GIVE IN. THEY'RE ALL HYPOCRITES, EVERY ONE OF THEM.
IS THAT YOUR OPINION AS A KURD?
THEY ALWAYS PUT POLITICS FIRST.

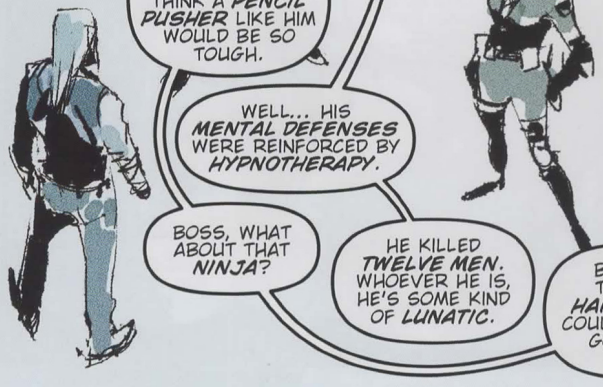
BOSS, IT LOOKS LIKE OUR FRIEND IS AWAKE.
THAT'S RIGHT. THAT'S WHY THEY WANT TO AVOID ANY LEAK ABOUT THEIR PRECIOUS NEW NUCLEAR WEAPON.
THERE DEFINITELY IS A RESEMBLANCE.
DON'T YOU THINK, LITTLE BROTHER? OR SHOULD I SAY BIG BROTHER? I'M NOT SURE... ANYWAY, IT DOESN'T MATTER. YOU AND I ARE BOTH THE LAST SURVIVING "SONS OF BIG BOSS."
BEEP BEEP
IT'S ME... REALLY? THEN WHAT? THOSE IDIOTS! ALL RIGHT, RAVEN. I'LL BE RIGHT THERE.
THEY'RE NOT RESPONDING TO OUR DEMANDS. WE'LL LAUNCH THE FIRST ONE IN TEN HOURS, AS PLANNED.
DAMN AMERICANS!
LOOKS LIKE YOU READ THEM WRONG.


FOX HOUND
SOMETHING'S FUNNY... NORMALLY THE AMERICANS ARE THE FIRST ONES TO THE NEGOTIATING TABLE. THEY MUST THINK THEY'VE GOT SOMETHING UP THEIR SLEEVE.


SO IT'S COME DOWN TO IT, HAS IT? WE'RE GOING TO LAUNCH THAT NUKE AND RIDE IT ALL THE WAY INTO HISTORY.
I'VE GOT TO TAKE CARE OF SOME LAUNCH PREPARATIONS. YOU'RE IN CHARGE HERE, OCELOT.


WHAT ABOUT YOU? WANNA STAY FOR THE SHOW?
I'M NOT INTERESTED. IT'S TIME TO FEED THE FAMILY.


SO, YOU PREFER YOUR WOLVES TO MY SHOW, HUH?
OCELOT, DON'T SCREW UP LIKE YOU DID WITH THE CHIEF.


YES, I KNOW. THAT WAS AN ACCIDENT. I DIDN'T THINK A PENCIL PUSHER LIKE HIM WOULD BE SO TOUGH.
WELL... HIS MENTAL DEFENSES WERE REINFORCED BY HYPNOTHERAPY.
BOSS, WHAT ABOUT THAT NINJA?
HE KILLED TWELVE MEN. WHOEVER HE IS, HE'S SOME KIND OF LUNATIC.
BASTARD TOOK MY HAND... HOW COULD HE HAVE GOTTEN IN HERE?

PERHAPS THERE'S A SPY AMONG US... MANTIS IS DEAD. WE'VE ALSO GOT TO FIND OUT WHAT KILLED BAKER AND OCTOPUS. WE'RE SHORTHANDED, SO MAKE THIS LITTLE TORTURE SHOW OF YOURS AS SHORT AS POSSIBLE.
TORTURE? THIS IS AN INTERROGATION.
AS YOU WISH.

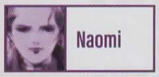
SEE YOU LATER, BROTHER...
YOUR WOMAN IS STILL IN THIS WORLD...
MERYL...
CATCH YOU LATER, HANDSOME...
ONCE SHE PICKS A TARGET, SHE DOESN'T THINK ABOUT ANYTHING ELSE. SOMETIMES SHE EVEN FALLS IN LOVE WITH THEM BEFORE SHE KILLS THEM.
FINALLY, JUST THE TWO OF US. HOW ARE YOU FEELING?
NOT BAD. I CAUGHT A NICE NAP ON THIS REVOLVING BED OF YOURS. TOO BAD I WAS SLEEPING ALONE.
GLAD TO HEAR THAT. THIS IS SOME BED, ALL RIGHT. I'M ABOUT TO SHOW YOU SOME OF ITS NICER FEATURES...
WHERE ARE MY THINGS?
OH, DON'T WORRY. THEY'RE ALL THERE.
WASHINGTON WAS TAKING QUITE A CHANCE SENDING YOU HERE. SOMEONE MUST HAVE HAD A LOT OF FAITH IN YOUR SKILL. HUH, CARRIER BOY?

SO, METAL GEAR IS ARMED WITH A NEW TYPE OF NUCLEAR WARHEAD, HUH?
WHY DON'T YOU GO ASK CAMPBELL FOR THE FULL STORY?
THE COLONEL?
BY THE WAY, YOU GOT AN OPTICAL DISC FROM PRESIDENT BAKER, DIDN'T YOU?
WHAT IF I DID?
IS THAT THE ONLY DISC? THERE'S NO OTHER DATA?
WHAT DO YOU MEAN?
THERE'S NO COPY? IF NOT, THAT'S FINE.
IS MERYL OKAY?
SHE'S NOT DEAD YET. WOLF MUST HAVE BEEN FEELING GENEROUS. BUT IF YOU WANT HER TO STAY THAT WAY, YOU'D BETTER START ANSWERING MY QUESTIONS RIGHT NOW.
YOU WERE HOLDING ONE CARD KEY. WHERE ARE THE OTHER TWO? WHAT'S THE TRICK BEHIND THAT KEY?! THAT WEASEL OF A PRESIDENT SAID THERE'S SOME KIND OF TRICK TO USING THE KEY.
HELL IF I KNOW.
I SEE. NO PROBLEM THEN.
WE'RE GOING TO PLAY A GAME, SNAKE. AND WE'LL FIND OUT WHAT KIND OF MEN WE REALLY ARE. WHEN THE PAIN BECOMES TOO GREAT TO BEAR, JUST GIVE UP AND YOUR SUFFERING WILL END. BUT IF YOU DO, THE GIRL'S LIFE IS MINE.

LOOKS LIKE I'VE GOT A ROOMMATE.
THE DARPA CHIEF?! WHEW... WHAT A STENCH!

Campbell

Snake


Naomi

Snake, are you okay?

I've been better.

How's Meryl?

...

... Snake, the government has decided not to give in to their demands. We're trying to buy some more time.

C'mon, Colonel. Why don't you stop playing dumb? I'm sorry about Meryl, but I want the lies to end now.

What are you talking about?

Metal Gear was designed to launch a new type of nuclear warhead, wasn't it?

!

You knew it all along, didn't you? Why did you try to hide it?

... I'm sorry...

Can't tell the grunts, huh? ... You've changed a lot. Metal Gear... Secret advanced nuclear weapons research... Does the White House know about this? How deep does it go?

As far as I know, as of yesterday, the President had not been briefed about the REX project.

"Need-to-know basis," is that the idea?

These are sensitive times. Even sub-critical nuclear tests are causing quite a stir.

Plausible deniability, huh?

Yes. And tomorrow, the President and his Russian counterpart are scheduled to sign the START-3 Accord.

I get it. That's the reason for the deadline.

That's right, Snake. And that's why we can't let the terrorist attack go public.

We still haven't even ratified START-2 or dealt with the issue of TMDs. This has to do with the President's reputation and America's place as the dominant superpower.

So, patriotism is your excuse for circumventing the Constitution?

Please, Snake... just stop them.

Why should I?

Because you're the only one who can.

In that case, tell me the truth about this new type of nuclear warhead.

I told you before. I don't know the details.

I don't believe you. If the situation is so serious, why don't you give in to their demands? Let them have Big Boss's remains.

You see...

Or is there some reason that you can't do that? Something you haven't told me about?

Publicly, the President has been very vocal in his opposition to eugenics experiments. We don't want the existence of the Genome Army to go public.

And that's the only reason?

...

Huh! The hell with you!

I'm sorry.

The corpse of the DARPA Chief is lying right here next to me.

Poor man.

But it's strange. He looks and smells like he's been dead for days. All his blood's been drained out too.

Drained!?

Maybe to slow down decomposition?

I have no idea.

But the Chief only died a few hours ago, right?

Right. But he's already started to decompose.

What could it all be about?

Something in his blood that they wanted?

I doubt it. Just the nanomachines and the transmitter.

Did the Chief tell them his detonation code?

I'm afraid so. It looks like they've got both codes and are nearly ready to launch.

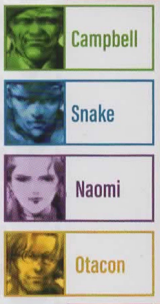
Damn. Is there any way to prevent it?

It seems there's some type of emergency override device that can cancel out the detonation code. It's a countermeasure that ArmsTech installed secretly. You have to unlock it with three special card keys.

And where are those keys?

I've got one of them. I don't know where the other two are. Besides, I'm locked up here.

We've got no choice. Forget about the keys. Your top priority now is to destroy Metal Gear itself. Sorry to lay it all in your lap, but you're all I've got. Bust out of there and get to the communications tower.



You okay, Snake?

Yeah... nothing new to report.

Snake, is there anything I can do?

Yeah, my arm hurts.

... Poor Snake. I'll increase the level of painkillers in your blood.

... Naomi, please talk to me. Say something to take my mind off the pain.

What can I say?

Anything.

I... I'm not a very good talker.

Please... tell me about yourself.

Myself? That's a tough one...

Any family?

That's not a happy topic for me.

I don't have any family. No, wait, there was a man who said he was my father...

Where is he?

Dead. By my own hand.

Big Boss.

What!? Big Boss!? I had no idea.

There was no way you could. It happened in Zanzibar six years ago. Only Snake and I know the real truth of what happened there.

So, is it true? Was Big Boss really your father?

That's what he said. That's all I know.

And you were able to kill him, knowing that?

Yup.

How?

He wanted it. Besides, some people just need killing...

That's patricide.

Yup. That's the trauma that Mantis was talking about. The one we share.

Is that why you left FOXHOUND?

Let's just say that I needed to be alone for a while, and Alaska was the perfect place...

... Snake... I didn't have a real family either. Just a big brother who put me through school. We weren't even blood-related, and he was much older than me.

Where is he?

He's dead...

I'm sorry.

Snake, is there a woman in your life?

After you've been through as many wars as me, it's hard to trust anyone.

Friends?

Roy Campbell...

Huh? You're still calling me "friend"?

Is that it?

No, there was another... Frank Jaeger.

What!?

Big Boss's most trusted lieutenant and the only member of FOXHOUND to ever receive the codename "Fox". Gray Fox.

I learned a lot from him.

But... didn't you try to kill each other?

That's true. We did. In Zanzibar. But it was nothing personal. We were just professionals on opposite sides, that's all.

And you still call yourselves friends?

Hard to believe? War is no reason to end a friendship.

That's insane.

I first met him on the battlefield. He was being held as a prisoner of Outer Heaven. But he didn't look like a prisoner to me. He was always so cool and precise. I was still green, and he showed me the ropes.

You knew him well?

No. We never talked about our personal lives. Sort of an unwritten rule. The next time I saw him on the battlefield, we were enemies. We were fighting barehanded in a minefield. I know it sounds strange to most people. But we were just two soldiers doing our jobs. It's like a sport.

Men and their games! You're like wild animals!

You're right. We are animals.

So, if you were friends, then how do you explain the ninja's behavior?

I don't know.

It's your genes... they make you predisposed to violence!

You really like talking about genes, Naomi. Why did you get into genetic research, anyway?

I never knew who my parents were or even what they looked like. I guess I got into genetics because I wanted to figure out why I'm the way I am.

So, you studied DNA?

Yeah. I thought if I studied my genetic structure, I'd find out who I really was. I thought that by analyzing a person's genetic information, I could retrieve the blank spots in their memory.

Memory is stored in DNA?

We're not sure. But we know that a person's genetic fate is determined just by the sequence of the four bases in their DNA.

So, what about my fate? You know my DNA sequence, don't you?

Your fate? I... I'm sorry. I have no idea.

Of course not. You're a scientist, not a fortune-teller.

(Snake ends his talk with Naomi and calls Otacon.)

Otacon, are you still okay?

Yeah. Thanks to the stealth camouflage, that is.

I have a favor to ask. I need your help.

I was wondering when you'd ask. What should I do?

I've been captured. I'm locked up here in this cell.

What cell?

There's a big torture machine nearby.

Okay. I know it. It's close. I'll be there right away.

Thanks.

STAGE 9

Sneaking Stage (60 minutes) 1 2

TILES USED: Interrogation Room, Prison Cell, Security Room, 3 Elevator Shafts, Elevator

GUARD ORDER DECK:

- 1 : 7 Red cards, 16 Blue cards;
- 2 : 7 Red cards, 12 Blue cards

SETUP

- Shuffle 6 Objective ? tokens (5 X and 1 √) and randomly place them as indicated.
- Shuffle the Standard System deck and place it facedown near Otacon's dashboard.
- Place Snake's figure as shown.
- Place Meryl's figure next to the map.

OBJECTIVE

Complete the following in any order:

- Free Snake: Unlock the door to Snake's cell.
- Free Meryl: Unlock the door to Meryl's cell.

SPECIAL RULES

- **Objectives ?**: When a player gains LOS on a ?, flip it. When a √ is revealed, replace it with Meryl's figure. Otherwise, discard the token.
- **Elevator:** Players may travel using the Elevator by performing an Interact action in the Elevator space. Move the Elevator tile and all figures in it to any other Elevator Shaft tile on the map. Players may also summon the Elevator by performing an Interact action on the Elevator Shaft.

FAILURE

- The Game Over card is revealed.

OR

- Any player is Killed in Action (KIA).

EVENT A - KETCHUP

- Remove A and place the token on the player's dashboard. The player may discard A from their dashboard in the space adjacent to the level 4 door to satisfy the **Free Snake** objective.

> Maybe I can deliver Snake some supplies? Not sure if Ketchup and Rations are useful, but they're better than nothing.

INTERACTING WITH LOCKED DOORS:

Some objects are locked and show a dice combination. Players may unlock these objects by performing an Interact action and rolling the indicated dice. Then, players may use this action again during their turn to reroll any number of those dice. Once the dice match the combination, discard the locked object token.

NOTE: Locked objects range from levels 2 to 5, indicating how difficult they are to unlock. All locked objects must be unlocked in a single turn. If a player moves away from a locked object or their turn ends, all progress on the locked object is lost.

GRAY FOX

Otacon

STARTING EQUIPMENT

Gray Fox may start this stage with **Stealth Camouflage**, **High-Frequency Blade**, and **Arm Cannon**.

SPECIAL ABILITIES

Gray Fox also has many of the same actions as Snake and Meryl, with a couple unique abilities.

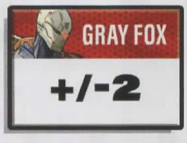
"Hurry, Get Away!": Once per round, when an adjacent figure is attacked, you may become the target instead.

Cornered Fox: Each time you take damage, you may place a ⚙ on 1 piece of your equipment.

"I'm Losing Myself": You cannot perform Focus actions while your ! is in your zone.

FOCUS TOKENS:

+2 to the result of any 1 die.



+/-2 to the result of any 1 die.

Roll -1 .

Move +2 spaces when performing a Dash.

OTACON

STARTING EQUIPMENT

Otacon may start this stage with the **ADV. Stealth Camouflage** and **Rations**.

SPECIAL ABILITIES

I'm No Soldier: You cannot use weapons.

While Otacon lacks the combat skills that the other characters have, he's a whiz with computers and is the only character that can hack into terminals, gain System cards and employ their unique abilities to manipulate the environment and enemies.

Codec Call: You can use your Focus tokens to modify or reroll rolled by another player.

Hacker: When hacking a Terminal or accessing a System card, you may roll up to +2 .

Hack Terminal : 1 Action
Attempt to hack a Terminal in his or an adjacent space by rolling 4 plus any additional dice from other effects. Otacon may perform this action again to reroll any number of these dice. Once the dice results match the dice combination on the Terminal, it is hacked. Flip the Terminal to its hacked side.

NOTE: Terminals have a dice combination on them, indicating they have not been hacked. Terminals range from level 2 to 5, indicating how difficult they are to hack. All Terminals must be hacked in a single turn. If Otacon moves away from a Terminal or his turn ends, all progress on hacking that Terminal is lost.

System Search: 1 Action
While on or adjacent to a hacked Terminal, draw 1 System card. Otacon can have up to 3 System cards next to his dashboard at a time, returning 1 to the top or bottom of the System deck when a 4th is drawn.

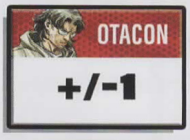
Access Systems ⬢ + : 1 Action
While on or adjacent to a hacked Terminal with at least 1 System card faceup next to his dashboard, roll up to 4 ⬢. Each rolled die may be allocated to an empty dice slot on any faceup System card with a value matching the die result. Allocated dice remain on System cards from round to round, but may be removed at any time, including to be rolled as part of another Access Systems action.

***NOTE:** The total number of ⬢ on System cards and those to roll cannot normally exceed 4. However, this total can be temporarily increased with abilities that grant additional dice.*

Once all dice slots on a System card are covered, Otacon may resolve an effect at any time during his turn or when a condition on the System card is met. This effect can be equal to or less than the level of the hacked Terminal he is in the space of or adjacent to. After resolving the effect, remove all dice from the System card and return it to the bottom of the System deck.

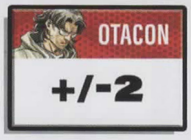
DISCONNECTING FROM A HACKED TERMINAL
If Otacon's figure moves away, or an effect causes him to disconnect, from a hacked Terminal, all dice from all System cards are discarded. Then, all System cards are returned to the top or bottom (player's choice) of the deck, in any order.

FOCUS TOKENS



+/-1 to the result of any 1 die.

Reroll any 1 ⬢.

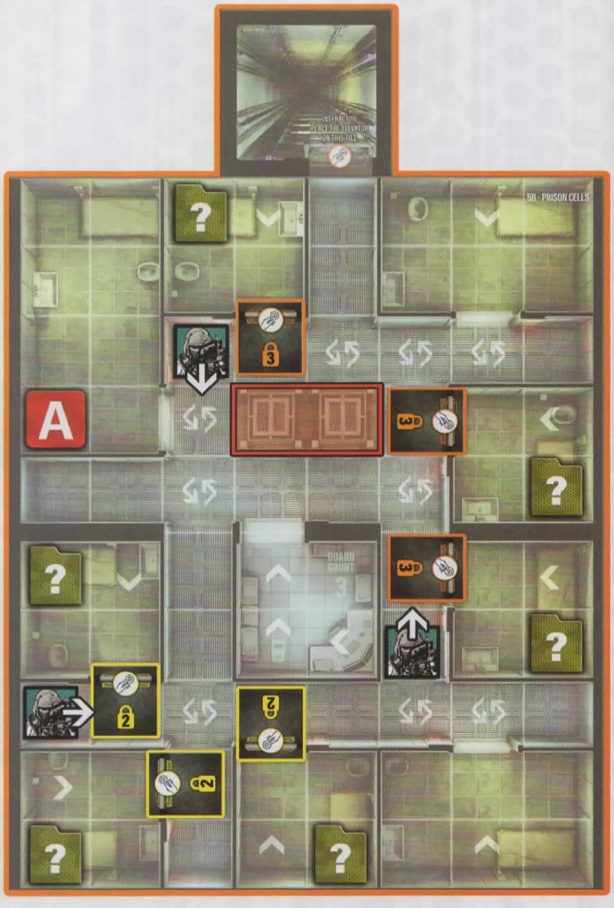


+/-2 to the result of any 1 die.

Roll +1 ⬢. Can be used before or after a roll.

STAGE CLEARED

- Unlock **Equipment Card #016**
- If a player has **A** on their dashboard (i.e. has not been discarded), Unlock **Equipment Card #015**
- Go to **page 98.**



STARTING AREA

SNAKE

GUARDS X9

OBSTACLE BLOCK LOS

EVENT X1

OBJECTIVE X6

LOCKED DOORS X7

TERMINALS X3

STAGE SETUP

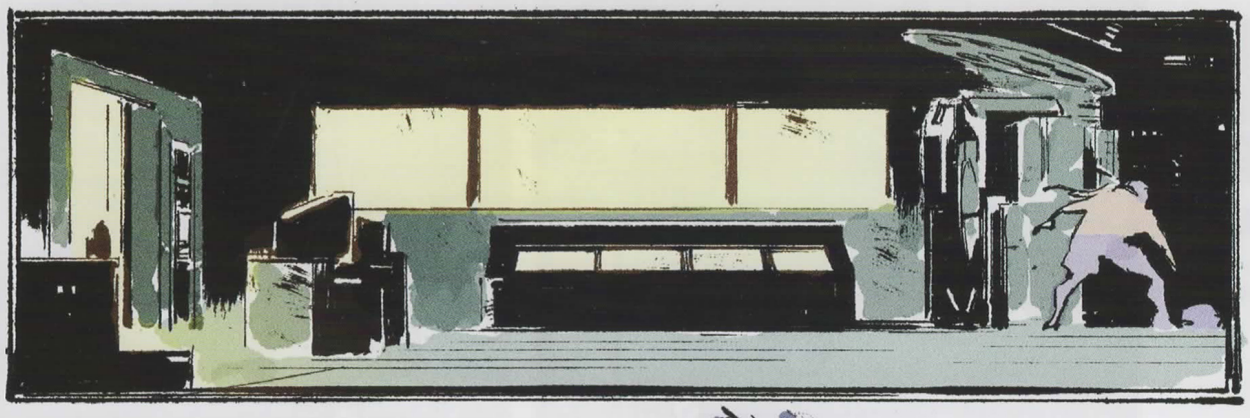
S 4A B

S 5B

E 12B

STAGE 9 - PRISON BREAK

Naomi
Snake
Campbell
Master Miller



Snake.

What?

Meryl... she's pretty special to you, huh?

Yes, she's special. There aren't many women like her around.

That's not what I meant...

She's the Colonel's niece... and a combat buddy.

Is that all? C'mon...

This is like a police interrogation.

No, I just...

I guess it's in the genes...

The genes? What are you talking about, Colonel?

No, I just remembered about Naomi's grandfather. I think Naomi said he rose as high as assistant secretary in the FBI during J. Edgar Hoover's time.

Is that right?

Yes... yes, he was Japanese, and he became a special undercover investigator to nab the mafia.

When was that?

Oh... sometime in the '50s, I guess.

Where?

New York, I think...

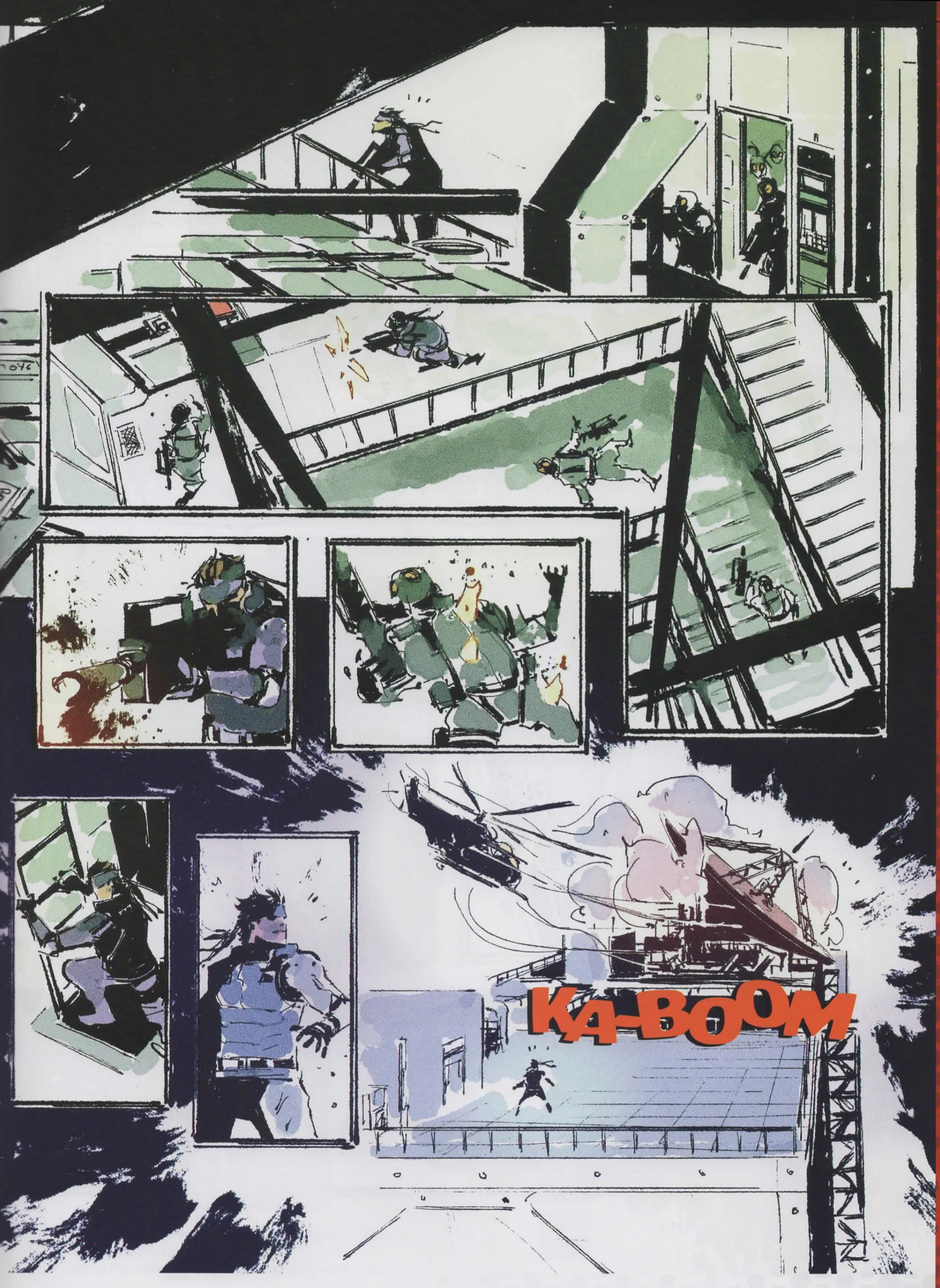
Naomi, I thought you didn't have any family...

Well... I... I researched it after I became an adult. My grandfather was already dead by the time I learned about him. I never even had the chance to meet him.

Oh...

Snake, good luck.

Watch your back, Snake.


KA-BOOM

SNAAAAAKE! I'M AFRAID I CAN'T LET YOU GET PAST HERE!
LIQUID?
YOU'RE NOT GOING ANY FARTHER. ARE YOU READY NOW, MY BROTHER?!
WHY ARE YOU CALLING ME BROTHER? WHO THE HELL ARE YOU?!
I'M YOU. I'M YOUR SHADOW.
WHAT?!
ASK THE FATHER THAT YOU KILLED! I'LL SEND YOU TO HELL TO MEET HIM!

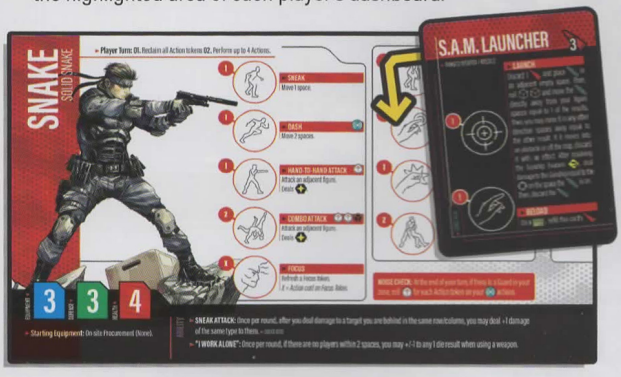
STAGE 10

Boss Stage (35 minutes) 1 2 3 4

TILES USED: Comms Tower Roof, Helicopter Gunship

BOSS SETUP

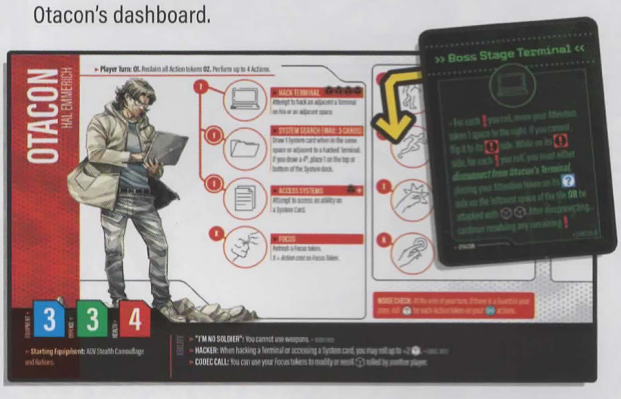
1. Place the Surface-to-Air Missile Launcher Special Action card over the highlighted area of each player's dashboard.



2. Place the near the map.
3. Shuffle the 6 Helicopter Gunship Boss cards to form a deck.
4. Place the Threat marker on the leftmost space on the Helicopter Gunship's Threat track.

4-PLAYER SETUP

- Place the Terminal Reference card over the highlighted area of Otacon's dashboard.



- Take Otacon's Terminal tile and place Otacon's figure as indicated. Place his in the leftmost space on the Terminal tile.

- Use the Helicopter Gunship System deck instead of Otacon's standard System deck for this Stage.
- Gather the 2 Wall tokens and place them next to Otacon.

Snake
Otacon

- Otacon, where are you?
- I'm in the communications tower.
- How'd you get here?
- It wasn't as dramatic as your entrance, believe me.
- I have a favor to ask. The elevator is stopped down there. Can you get it to move?
- I'll see what I can do.
- I've got to go swat a noisy fly.
- Okay, leave it to me. I'll provide support. Good luck.

OBJECTIVE

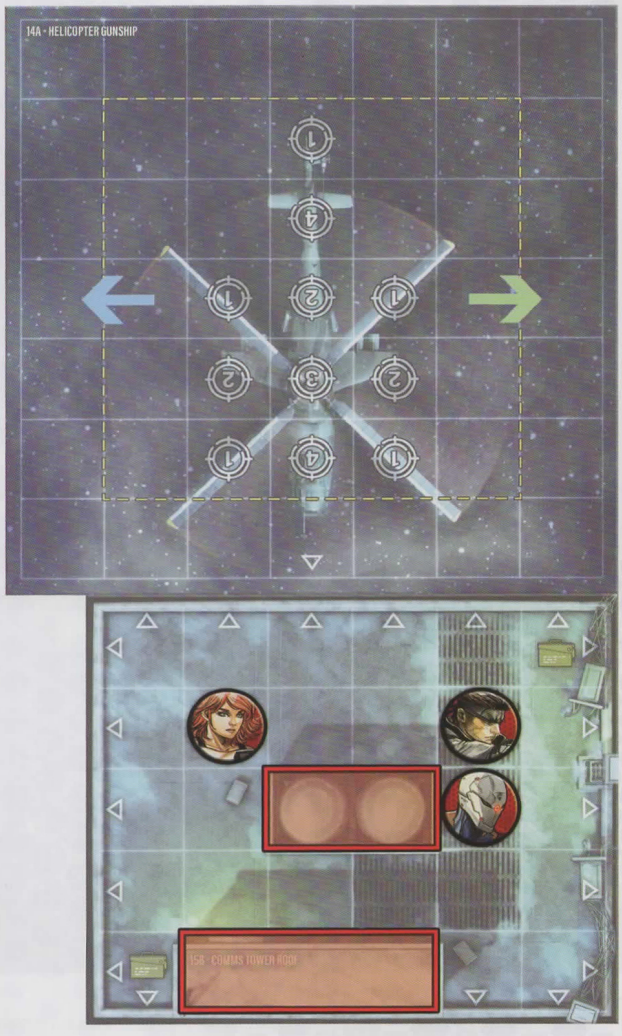
- Destroy the Helicopter Gunship by reducing it to 0 health.

FAILURE

- Any player is Killed in Action (KIA).

STAGE CLEARED

- Unlock **Equipment Card #017**
- Go to **page 102.**



STAGE SETUP

14A

15B

STARTING AREA

OBSTACLE BLOCK LOS

STAGE 10 - HELICOPTER GUNSHIP

Snake, the elevator's working.

You fixed it?

Yeah. It's headed your way now.

Is that so? Okay.

Snake, there's something I've really got to ask you.

What is it?

Have you ever... loved someone?

That's what you wanted to ask me?

No, I mean... I... I was wondering if even soldiers fall in love...

What are you trying to say?

I wanna ask you... Do you think love can bloom even on a battlefield?

Yeah... I do. I think at any time, any place... people can fall in love with each other. But... if you love someone, you have to be able to protect them...

I think so, too.

Listen. I just want to make sure again. This is the way to get to where Metal Gear is being stored?

Yeah. The entrance to the underground maintenance base is towards the back of the snowfield ahead.

Okay. Find a safe place to hide out for a while. I'm going underground.

I know, I know. You don't have to tell me.

Snake! Are you okay!?

Otacon! Were there any other stealth prototypes?

No. There were only five.

So... this isn't stealth camouflage, then...

What are you talking about?

Someone's aiming at me... in the middle of this blizzard...

... It's her!

Wolf? ... Sniper Wolf?

Yes, it's her! ... It's definitely her!

Otacon... you sound like you're happy.

No, I'm not.

So, then what is it?

Snake... please don't kill her!

Are you insane!?

Please. She's a good person! You'd know that if you talked to her...

Listen to me, kid. She's a merciless killer.

I can see you perfectly from here. I told you... I'd never quit the hunt. Now, you're mine.

Wolf! No, you can't!

Don't get between a wolf and its prey!

You're pretty good if you can hit me in this storm.

You see? Women naturally make better soldiers.

Wolf! Don't do this!

Snake, I'm near. Can't you sense me near you?

It's a mistake for a sniper to reveal her location.

Is that right? Well, I'm going to send you a love letter, my dear. Do you know what that is? It's a bullet straight from my gun into your heart.

Please! Wolf! ... Snake! ... No!

Quiet! Don't get in our way!

Now I'm gonna pay you back for Meryl...

STAGE 11

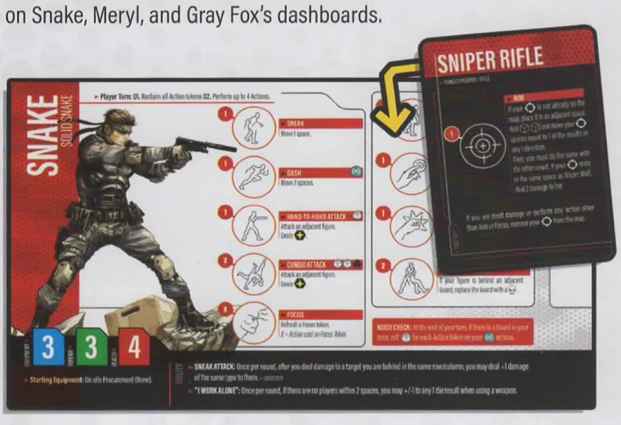
1-3 Players - Boss Stage
***Otacon - Sneaking Stage (40-60 minutes)**

**Otacon Sneaking Stage: Otacon can be added at any Player Count (e.g., a 2-player game with Snake and Otacon). Otacon cannot play this Stage solo.*

TILES USED: Sniper Wolf, Snowfield B

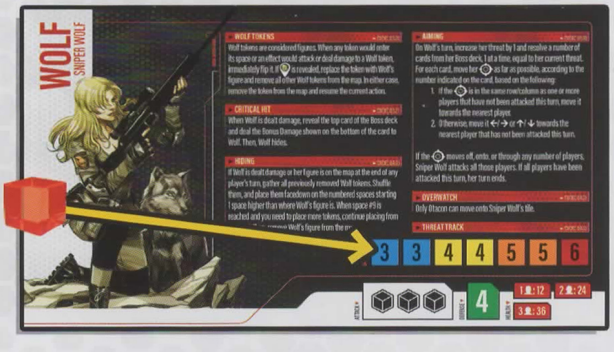
BOSS SETUP

1. Place the Sniper Rifle Special Action card over the highlighted area on Snake, Meryl, and Gray Fox's dashboards.

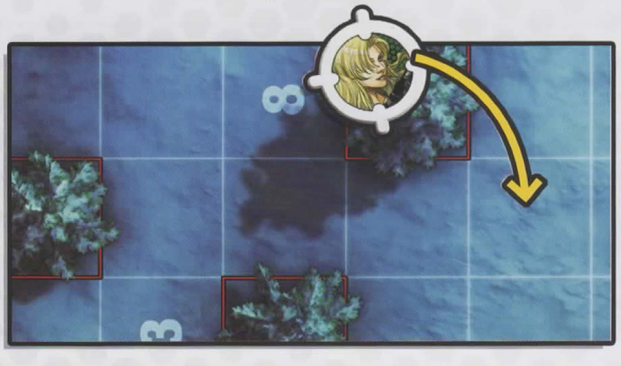


2. Take a number of blank Sniper Wolf tokens: 3 + 1 additional blank token per character on the Snowfield tile (i.e., excluding Otacon).
3. Shuffle those blank tokens with the Sniper Wolf token and place them facedown in the numbered spaces in ascending order, starting with space #1.

4. Place the Threat marker on the leftmost space on Sniper Wolf's Threat track.



5. Take Sniper Wolf's Crosshairs and place it as indicated on the map.



OBJECTIVE

- Defeat Sniper Wolf.

SPECIAL RULES

- **Trees:** Trees are obstacles. However, Crosshairs tokens may still pass through them.
- **Boss and Sneaking Stage:** Snake, Meryl, and Gray Fox are in a Boss Stage. Otacon is in a Sneaking Stage. When resolving the Enemy phase, resolve Sniper Wolf's turn before the Guards are activated.

OTACON SNEAKING STAGE SETUP

TILES USED: Security, Elevator, 2 Elevator Shafts
GUARD ORDER DECK: 7 Red cards, 10 Blue cards
SYSTEM DECK: Shuffle only the following cards to form the System deck:

- 2x Remote Unlock
- 1x Misdirection
- 1x Distraction

OBJECTIVE

Otacon has separate objectives from the other characters. Complete the following in order:

1. Unlock the Level 5 Security Door.
2. End your turn in any space on the Sniper Wolf tile.

SPECIAL RULES

- Otacon does not affect Sniper Wolf's starting health or the number of Wolf tokens used. Otacon cannot use the Codec Call special ability during this Stage.
- **Elevator:** Otacon may travel using the Elevator by performing an Interact action in the Elevator space. Move the Elevator and all figures in it to any other Elevator Shaft on the map. Otacon may also summon the Elevator by performing an Interact on the Elevator Shaft.

FAILURE

- Any player is Killed in Action (KIA).

OR

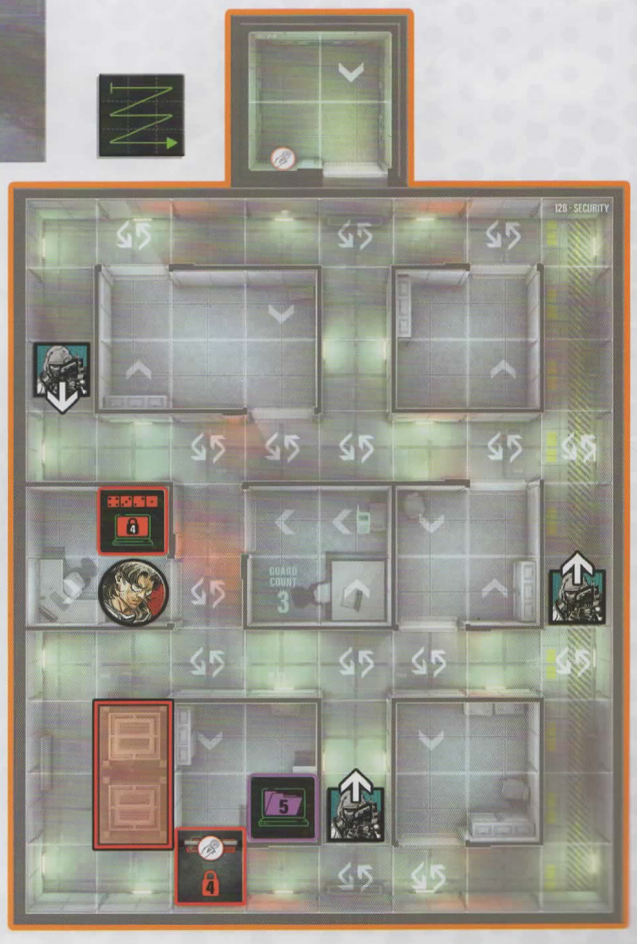
- **OTACON**: The Game Over card is revealed.

STAGE CLEARED

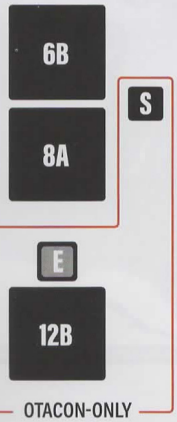
If Sniper Wolf was defeated first:

- Unlock **Equipment Card #018**
- Read **Cutscene 11A, pages 106-110.**

- If Otacon reached a space on Sniper Wolf's tile first:
- Unlock **Equipment Card #020**
- Read **Cutscene 11B, pages 111-114.**



STAGE SETUP



STARTING AREA

GUARDS X3

WOLF TOKENS

LOCKED DOORS X2

CROSSHAIRS

TERMINALS X2

OBSTACLE BLOCK LOS

CUTSCENE 11 A

CUTSCENE 11 A

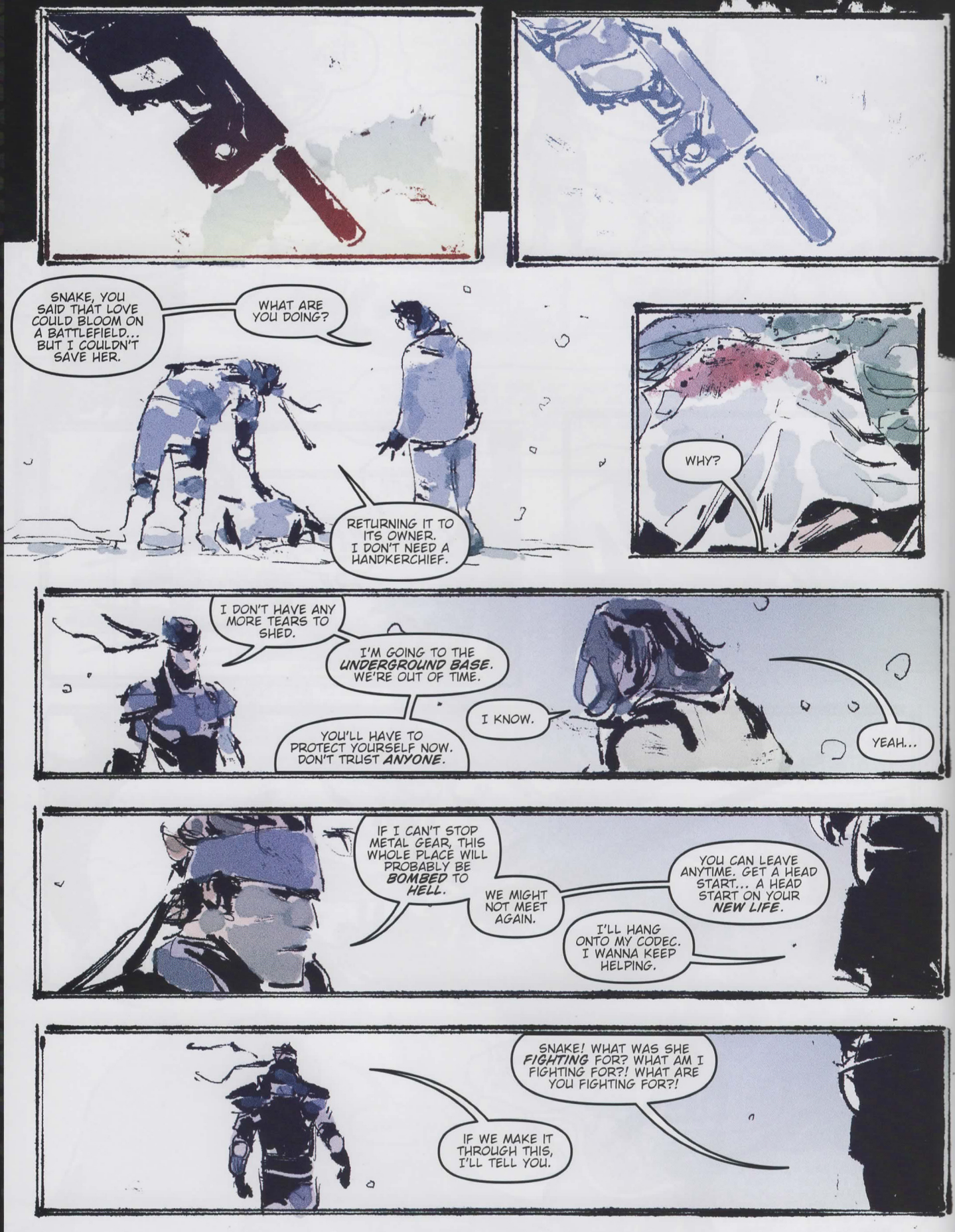
I... I'VE... WAITED FOR THIS MOMENT... I AM A SNIPER. WAITING IS MY JOB... NEVER MOVING A MUSCLE... CONCENTRATING...
I AM LUNG-SHOT. Y... YOU CANNOT SAVE ME. PLEASE... JUST FINISH ME QUICK... I AM A KURD. I HAVE ALWAYS DREAMED OF A PEACEFUL PLACE LIKE THIS...
A KURD? SO THAT'S WHY YOU'RE CALLED WOLF...
I WAS BORN ON A BATTLEFIELD. RAISED ON A BATTLEFIELD. GUNFIRE, SIRENS, AND SCREAMS... THEY WERE MY LULLABIES...
HUNTED LIKE DOGS DAY AFTER DAY... DRIVEN FROM OUR RAGGED SHELTERS... THAT... WAS MY LIFE.
EACH MORNING, I'D WAKE UP... AND FIND A FEW MORE OF MY FAMILY OR FRIENDS DEAD BESIDE ME. I'D STARE AT THE MORNING SUN... AND PRAY TO MAKE IT THROUGH THE DAY.
THE GOVERNMENTS OF THE WORLD TURNED A BLIND EYE TO OUR MISERY. BUT THEN... HE APPEARED. MY HERO... SALADIN... HE TOOK ME AWAY FROM ALL THAT...
SALADIN? YOU MEAN BIG BOSS?
I BECAME A SNIPER... HIDDEN, WATCHING EVERYTHING THROUGH A RIFLE'S SCOPE.
NOW I COULD SEE WAR, NOT FROM THE INSIDE, BUT FROM THE OUTSIDE... AS AN OBSERVER... I WATCHED THE BRUTALITY... THE STUPIDITY OF MANKIND THROUGH THE SCOPE OF MY RIFLE.
I JOINED THIS GROUP OF REVOLUTIONARIES... TO TAKE MY REVENGE ON THE WORLD. BUT... I HAVE SHAMED MYSELF AND MY PEOPLE.
I AM NO LONGER THE WOLF I WAS BORN TO BE... IN THE NAME OF VENGEANCE, I SOLD MY BODY AND MY SOUL. NOW... I AM NOTHING MORE THAN A DOG.
THEY CALL MERCENARIES LIKE US "DOGS OF WAR." IT'S TRUE. WE'RE ALL FOR SALE AT SOME PRICE OR ANOTHER. BUT YOU'RE DIFFERENT. UNTAMED... SOLITARY. YOU'RE NO DOG... YOU'RE A WOLF.
SHE... SHE WAS NEVER MY REAL TARGET... I DON'T KILL FOR SPORT.
WHO ARE YOU? ARE YOU SALADIN?
WOLF... YOU SPARED MERYL'S LIFE...
REST EASY. YOU'LL DIE AS THE PROUD WOLF YOU ARE.
I FINALLY UNDERSTAND. I WASN'T WAITING TO KILL PEOPLE... I WAS WAITING FOR SOMEONE TO KILL ME. A MAN LIKE YOU... YOU'RE A HERO. PLEASE... SET ME FREE.

WHY...!? I LOVED YOU...

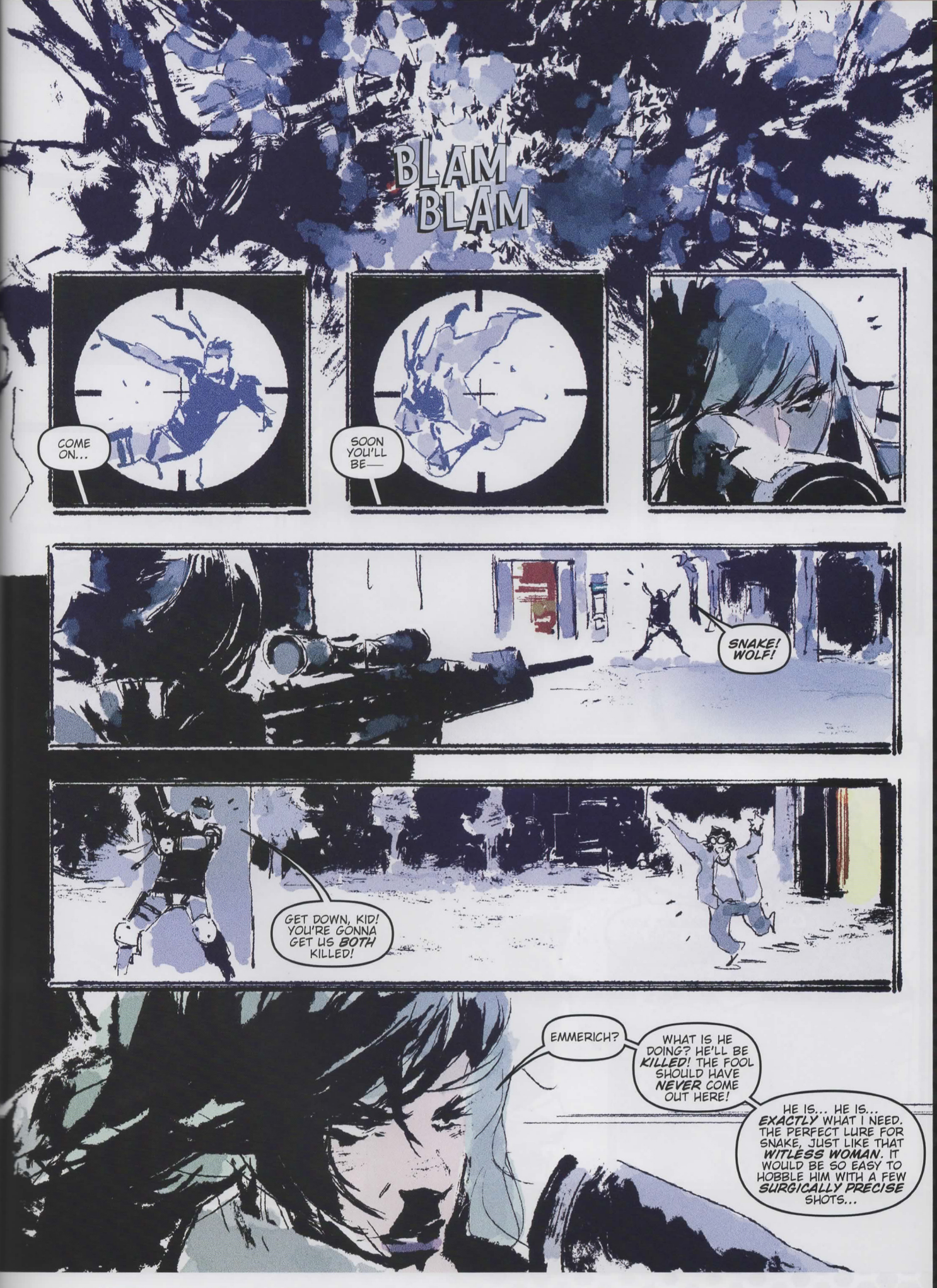
WHAT IS IT?
MY GUN... GIVE IT TO ME...

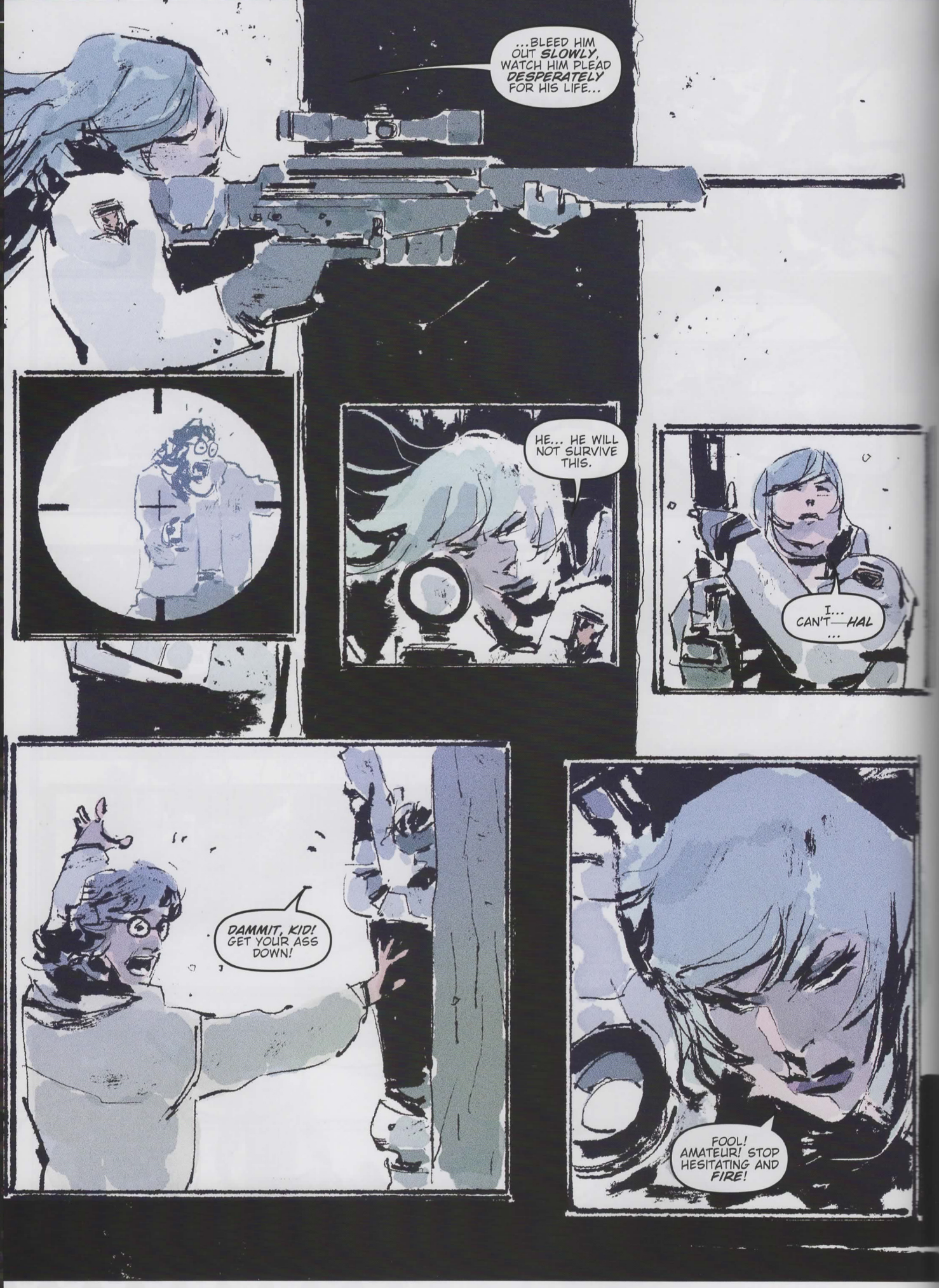
SHE'S PART OF ME.

EVERYONE'S HERE NOW. OKAY, HERO, SET ME FREE.
GOODBYE...

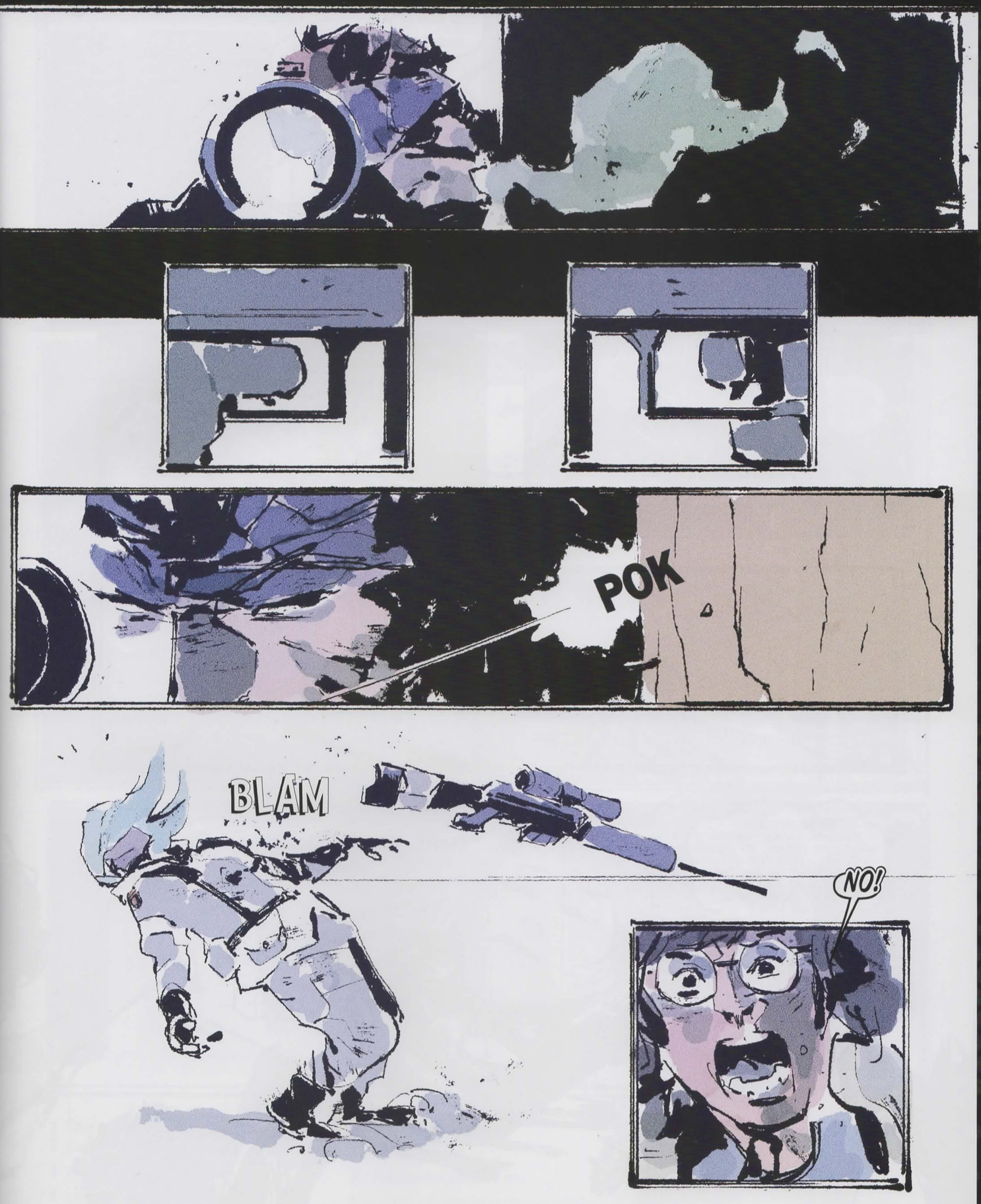


► GO TO PAGE 115


BLAM
BLAM
COME ON...
SOON YOU'LL BE—
SNAKE! WOLF!
GET DOWN, KID! YOU'RE GONNA GET US BOTH KILLED!
EMMERICH?
WHAT IS HE DOING? HE'LL BE KILLED! THE FOOL SHOULD HAVE NEVER COME OUT HERE!
HE IS... HE IS... EXACTLY WHAT I NEED. THE PERFECT LURE FOR SNAKE, JUST LIKE THAT WITLESS WOMAN. IT WOULD BE SO EASY TO HOBBLE HIM WITH A FEW SURGICALLY PRECISE SHOTS...



CUTSCENE 11 B



CUTSCENE 11 B

NOOOOOO! YOU SON OF A BITCH! YOU SHOT HER!
DON'T YOU UNDERSTAND? I LOVED HER!
I... I HAD NO CHOICE, KID. I'M SORRY.
THERE IS... NO ONE TO BLAME... HAL.
WOLF! HELP ME, SNAKE! WE CAN STILL SAVE HER!
NO. IT WAS... A KILL SHOT. AND A GOOD ONE, MERCIFULLY EXECUTED... THIS IS WHERE I WILL DIE.

THIS IS ALL MY FAULT. I'M SO SORRY...

NO... DON'T BE. YOU SHOWED ME THE FACE OF COMPASSION... A FACE I THOUGHT I WOULD... NEVER SEE AGAIN.

MY HEART HAD BECOME STONE THESE LAST FEW YEARS. MY ONLY FOCUS... WAS THE KILL. I LOST SIGHT OF THE ONLY TARGET THAT MATTERS... THE ONLY LIGHT LEFT... IN MY LIFE.
...HAL...

Snake, there's something I've got to tell you about Naomi Hunter.

What about her?

Is this conversation secure?

Don't worry. The monitor's off.

Okay.

What's up?

I was in the FBI too, y'know.

I didn't know that. What's your point?

Dr. Hunter's story about her background... about her grandfather being an assistant secretary to Hoover in the FBI...

Yeah?

And then going undercover to investigate the mafia in New York...

Yeah, what about it?

It was all a big lie.

What did you say?

It was really bothering me. Why would she lie about it?

Snake

Master Miller

She lied?

She might be a spy!

Ridiculous!

C'mon. Even a high school student could see past it. Didn't Naomi say that her father was Japanese?

Yeah...

Well, back then, there wasn't a single Asian investigator. Also, in the 1950s, undercover mafia sting operations hadn't even started yet. They first started in 1960... in Chicago, not New York.

But...

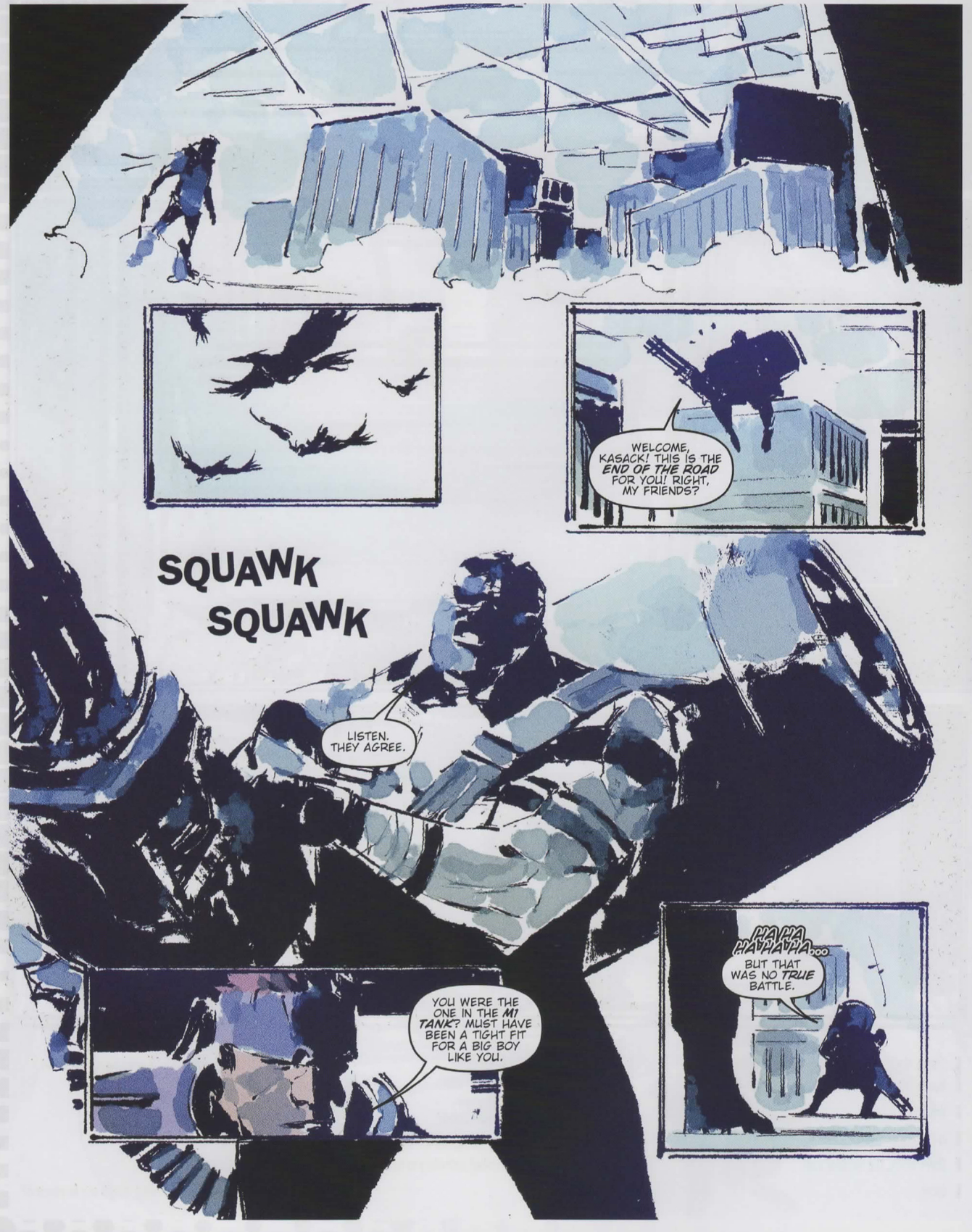
You better check it out. The Chief and the President dying, that ninja... Too many strange things are happening.

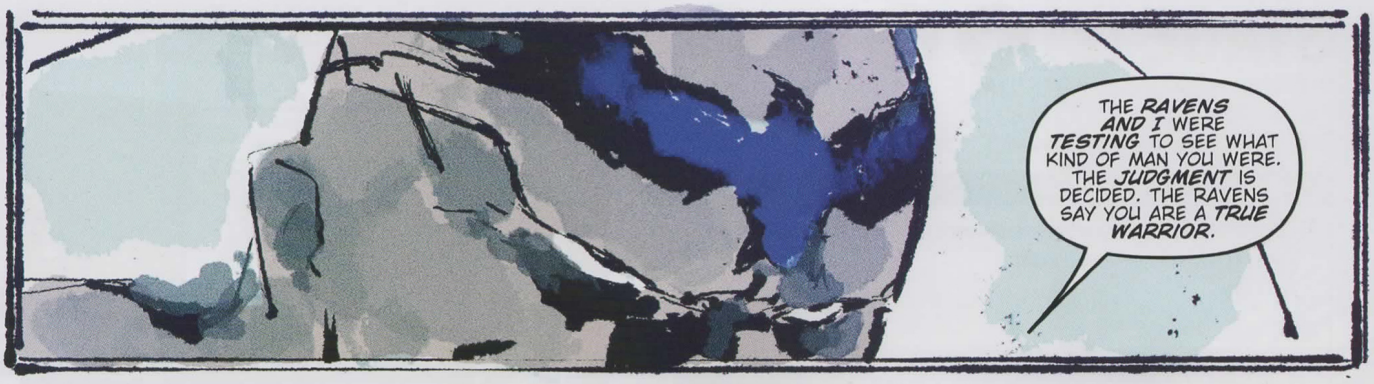
Are you saying that Naomi might be behind it?

I don't know. Either that or she's working with the terrorists.

Could it be... ?

If I find out anything, I'll call. In the meantime, be careful!




THE RAVENS AND I WERE TESTING TO SEE WHAT KIND OF MAN YOU WERE. THE JUDGMENT IS DECIDED. THE RAVENS SAY YOU ARE A TRUE WARRIOR.

AM I HALLUCINATING?

I... I CAN'T MOVE...

THE RAVEN HAS PUT THE MARK OF DEATH UPON YOU. BLOOD FROM THE EAST FLOWS WITHIN YOUR VEINS.
AH... YOUR ANCESTORS TOO WERE RAISED ON THE BARREN PLAINS OF MONGOLIA. INUIT AND JAPANESE ARE COUSINS TO EACH OTHER...
WE SHARE MANY ANCESTORS, YOU AND I...
I DON'T HAVE ANY CROWS IN MY FAMILY TREE-
YOU JEST, BUT INDEED, RAVENS AND SNAKES ARE NOT THE BEST OF FRIENDS.
THIS ISN'T GLORIOUS. IT'S JUST PLAIN KILLING. VIOLENCE ISN'T A SPORT!
NEVERTHELESS, YOU WILL MAKE A WORTHY ADVERSARY. REJOICE, SNAKE! OURS WILL BE A GLORIOUS BATTLE.
WELL, WE WILL SEE IF THERE IS IRON IN YOUR WORDS!

STAGE 12

Boss Stage (45 minutes)

1 2 3 4

TILES USED: Warehouse A, Warehouse B

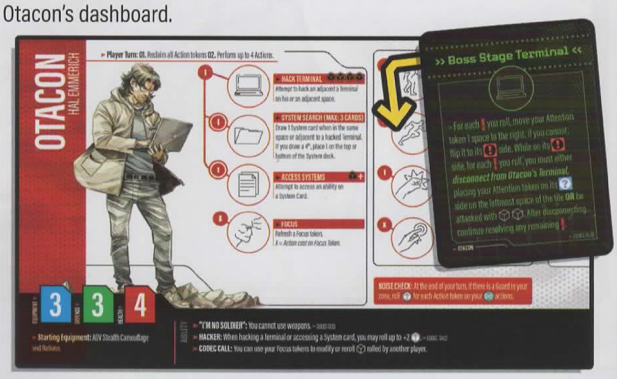
BOSS SETUP

1. Place the standard Boss Stage Reference card over the highlighted area of each player's dashboard.

2. Shuffle the 6 Vulcan Raven Boss cards to form the Boss deck.
3. Place the Threat marker on the leftmost space on Vulcan Raven's Threat track.

4-PLAYER SETUP

- Place the Terminal Reference card over the highlighted area of Otacon's dashboard.



- Take the Otacon's Terminal tile and place Otacon's figure as indicated. Place his ? in the leftmost space on the Terminal tile.

- Use the Vulcan Raven System deck instead of Otacon's standard System deck for this stage.
- Gather the 2 Turret tokens and place them next to Otacon.

OBJECTIVE

- Defeat Vulcan Raven.

FAILURE

- Any player is Killed in Action (KIA).

STAGE CLEARED

- Unlock **Equipment Card #021**
- Go to **page 119.**

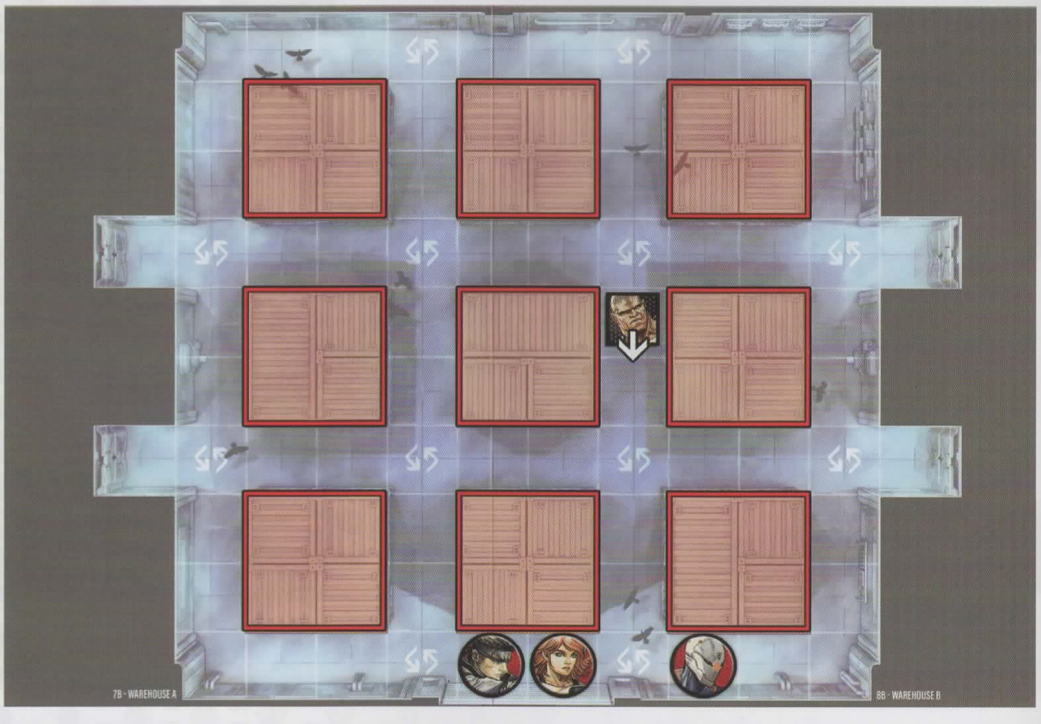
STAGE SETUP

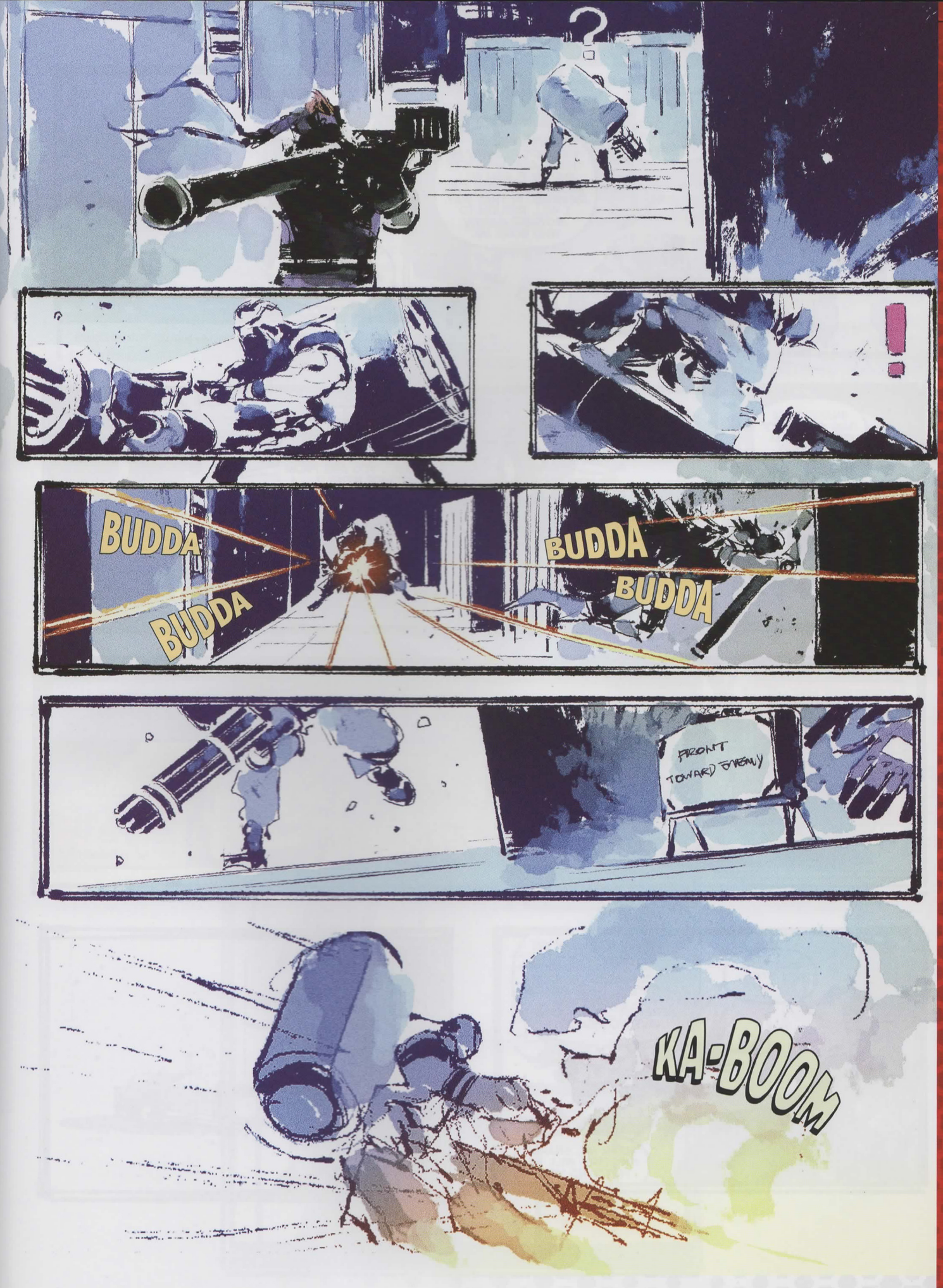
STARTING AREA

RAVEN

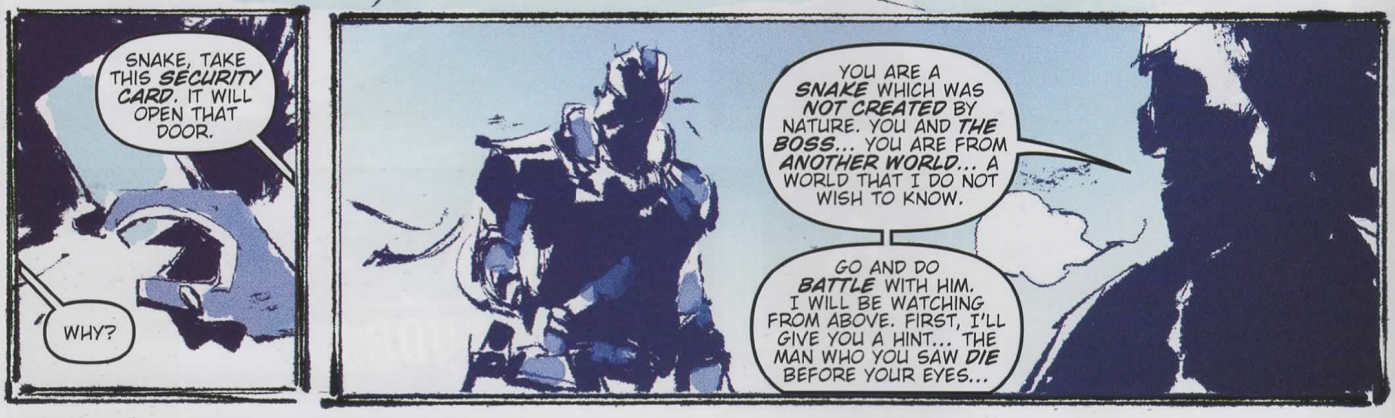
OBSTACLE
BLOCK LOS

7B 8B




?
!
BUDDA
BUDDA
BUDDA
BUDDA
FRONT
TOWARD ENEMY
KA-BOOM

JUST AS THE BOSS SAID... IT IS MY EXISTENCE WHICH IS NO LONGER NEEDED IN THIS WORLD.
BUT MY BODY WILL NOT REMAIN IN THIS PLACE. MY SPIRIT AND MY FLESH WILL BECOME ONE WITH THE RAVENS. IN THAT WAY, I WILL RETURN TO MOTHER EARTH WHO BORE ME.
SNAKE! MY SPIRIT WILL BE WATCHING YOU... UNDERSTAND?


SNAKE, TAKE THIS SECURITY CARD. IT WILL OPEN THAT DOOR.
WHY?
YOU ARE A SNAKE WHICH WAS NOT CREATED BY NATURE. YOU AND THE BOSS... YOU ARE FROM ANOTHER WORLD... A WORLD THAT I DO NOT WISH TO KNOW.
GO AND DO BATTLE WITH HIM. I WILL BE WATCHING FROM ABOVE. FIRST, I'LL GIVE YOU A HINT... THE MAN WHO YOU SAW DIE BEFORE YOUR EYES...

"THAT WAS NOT THE DARPA CHIEF. IT WAS DECOY OCTOPUS. A MEMBER OF FOXHOUND.
"HE WAS A MASTER OF DISGUISE. HE COPIED HIS SUBJECTS DOWN TO THEIR BLOOD.
"SO HE DRAINED THE CHIEF'S BLOOD AND TOOK IT INTO HIMSELF. BUT HE WASN'T ABLE TO DECEIVE THE ANGEL OF DEATH."
"THE ANGEL OF DEATH? BUT WHY GO TO SO MUCH TROUBLE? WHY IMPERSONATE THE CHIEF?"
"THAT IS THE END OF MY HINT. YOU MUST SOLVE THE REST OF THE RIDDLE YOURSELF."

WHAT ARE YOU TRYING TO SAY?
THE PATH YOU WALK ON HAS NO END. EACH STEP YOU TAKE IS PAVED WITH THE CORPSES OF YOUR ENEMIES... THEIR SOULS WILL HAUNT YOU FOREVER... YOU SHALL HAVE NO PEACE...
HEAR ME, SNAKE! MY SPIRIT WILL BE WATCHING YOU!

Master?

It's about Naomi. Turn your monitor off...

What about Naomi?

Damn!

Colonel, is Naomi there?

No, she's away. She's taking a short nap. So, what is this about Naomi?

Okay. Maybe we'd better let the Colonel hear this, too.

Yeah. Go on, Master...

Well, basically, Dr. Naomi Hunter is not Dr. Naomi Hunter at all.

What!?

I thought her story about her background sounded a little fishy, so I checked it out.

And... ?

There is an actual Dr. Naomi Hunter, or I should say there was one... But she's not the woman we know. The real Naomi Hunter disappeared somewhere in the Middle East. Our Naomi must have somehow gotten her identification papers.

Then who is she really?

She must be some kind of... spy.

A spy!?

Yes... maybe she's been sent to sabotage this operation.

Are you saying she's with the terrorists?

... I don't want to believe it, either. But she is working for FOXHOUND.

So, you think she had a part in the uprising?

Or she could be working with some different group altogether.

Different group... ? It couldn't be...

Place her under arrest.

What!

She's betrayed us. She needs to be arrested and interrogated to find out who she's with.

If she's one of their spies, then we're really in big trouble...

What do you mean!?

Have you let her in on some sort of vital secret or something?

...

Does this have anything to do with the mysterious deaths of the DARPA Chief or the ArmsTech President?

I... I have no idea.

Anyway, we cannot allow her to participate any further in this mission.

Wait, wait a minute. Without her, we can't complete this mission.

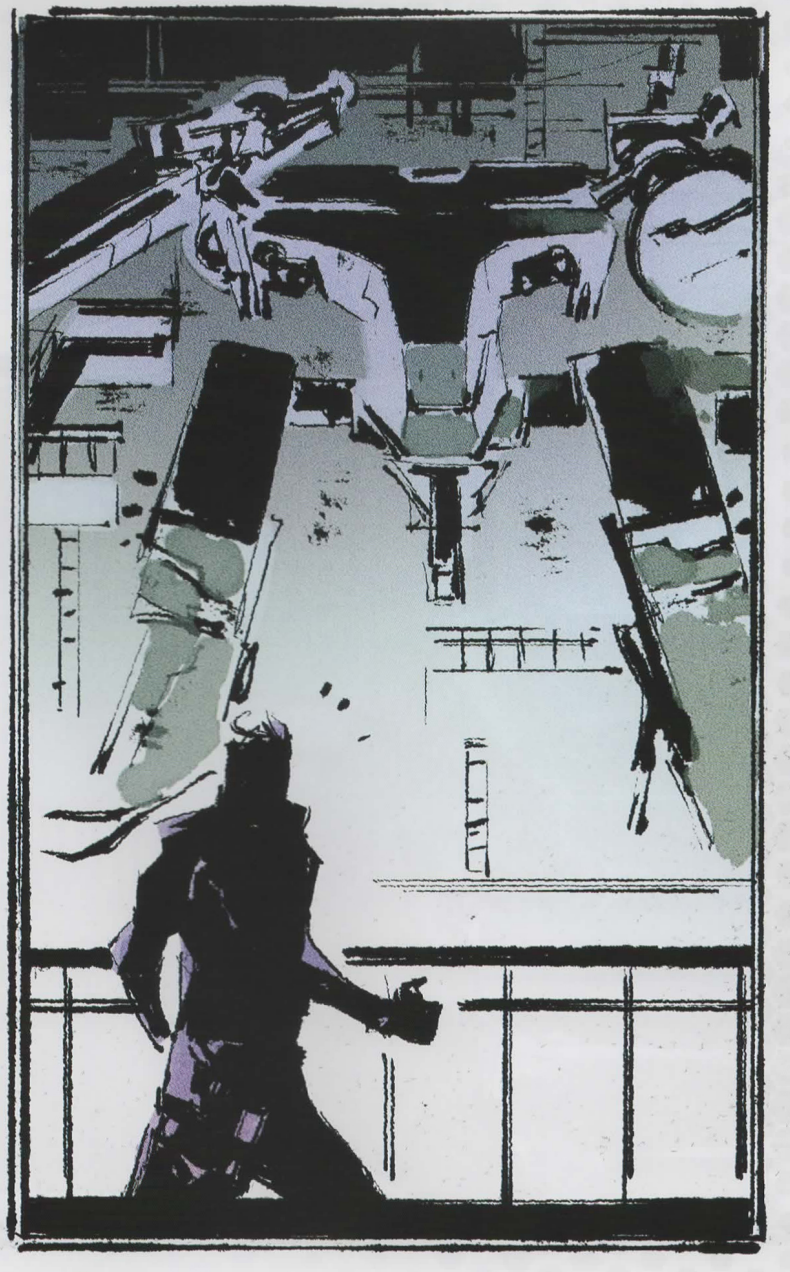
I knew it. You're hiding something!

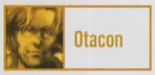
Give me some time. I'll try to get it out of her...

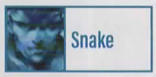
Hurry, then. We've got to find out who she is and what she's doing here.

I understand. Snake, give me some time.

I don't have any time left for you.




Otacon


Snake

Snake... it's me.

What's wrong? Did you find a good place to hide?

Yeah, thanks to the stealth gear. It looks like they've finished getting Metal Gear ready.

How do you know that?

I overheard them talking. Where are you now?

Right in front of Metal Gear... but it's strange.

What is?

There's nobody here... no guards, nobody guarding... it's too quiet.

Maybe because they're all ready. They said they even input the PAL codes.

What should I do?

All we can do is use the override system that President Baker told you about.

But I've only got one of the three keys. And besides that, like Ocelot said, there's some trick to using the keys...

Leave it to me...

You got some kind of plan?

Well, I'm in the computer right now, too. I'm trying to access Baker's private files.

Baker's files? Don't you need a password?

Of course. But there are ways...

Are you a hacker?

Yup. That describes me pretty well.

Does it look like you can get in?

I don't know yet. I'll give it a try.

I'm counting on you...

Snake, I did it!

You got past security?

Bingo!!!

Great. So whaddya got?

I accessed the confidential Metal Gear file.

So, what about the PAL override system that Baker talked about?

I haven't found it yet.

That's what I need to know!

But Snake, I found something else!

What?

The secret behind the new nuclear weapon! Just as I thought, the nuclear warhead is designed to be fired from the rail gun like a projectile... It doesn't use fuel, so it isn't considered a missile. That way, it can get around all sorts of international treaties.

Pretty sneaky.

Yes, but effective. And that's not even the scariest thing about this weapon.

I can't wait to hear this.

It's a stealth weapon!

You mean it won't show up on radar?

Yeah. The truth is... they've been working on a stealth missile since the late '70s.

Why weren't they able to develop one until now?

Because of the missile's rocket propulsion system... it will be picked up by enemy satellites.

Oh yeah. That makes sense.

But unlike a missile, the rail gun doesn't burn any propellant. So, it can't be detected by any current ballistic missile detection systems.

An invisible nuclear warhead...

Totally impossible to intercept. And on top of that, it's got a surface-piercing warhead designed to penetrate hardened underground bases.

We learned that lesson in the Gulf War.

This thing could mean the end of the world!

It's the ultimate weapon. And, from a political point of view, it avoids the problem of nuclear reduction and inspections. Colonel, is this true? Are you listening?

I'm listening...

If word of this got out, it could delay the signing of the START-3 Accord and cause a huge international incident.

Yeah, it would be nasty. The United States would be denounced by the UN... it could even bring the President down...

Did you know this, Colonel?

I'm sorry...

You've changed, Colonel.

I won't make any excuses...

Snake, listen to me. This new nuclear weapon... it's never actually been tested, only simulated.

You mean they ran a computer model?

Yeah, that's why they were conducting this exercise. They needed to get actual data to back up the simulation.

What were the results of the exercise?

It looks like it went better than they hoped for. But... I can't find the data anywhere on this network. You'd think that data as important as this would be carefully recorded...

It was. President Baker gave me an optical disc with all of the test data.

What!? Do you still have it?

No. Ocelot took it from me.

Damn...

The terrorists have replaced the dummy warhead with a real warhead. Once they input the detonation codes, they should be ready to launch.

So, you think they can do it?

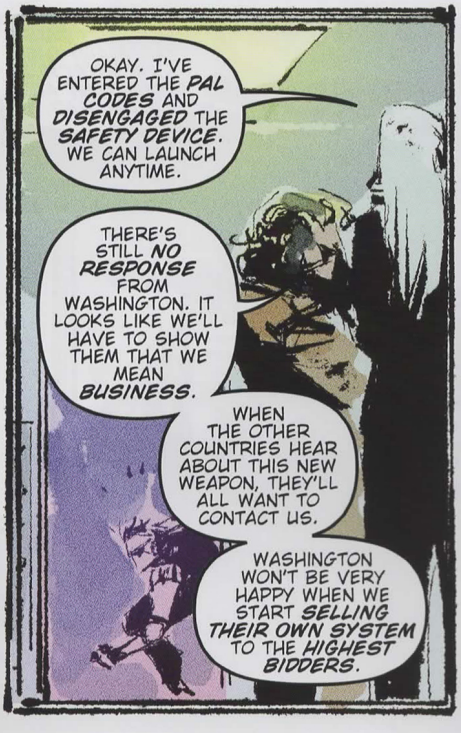
Well, the dummy warhead was designed to be identical to the real thing. So, I think so.

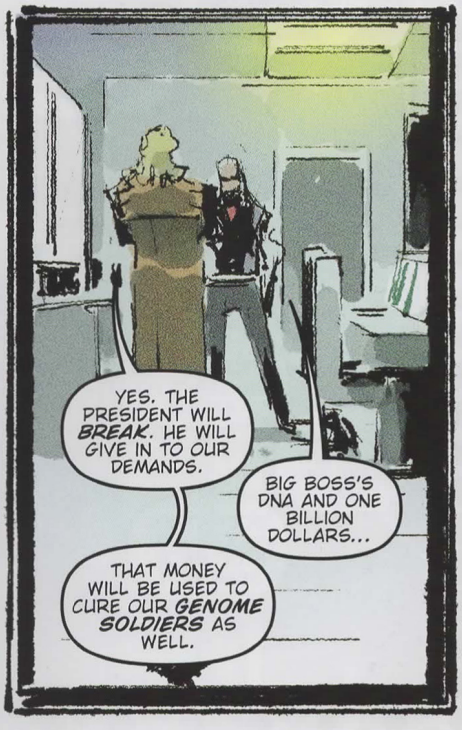
Did you find out how to override it yet?

Not yet. It must be in a separate file. Right now, I'm looking through all of Baker's personal files.

We're counting on you...

(Snake enters the control center of the REX hangar. He sees Liquid and Ocelot talking.)





FOXDIE... IT KILLED OCTOPUS AND THE ARMSTECH PRESIDENT... SO IT'S TRUE THAT IT AFFECTS OLDER PEOPLE FIRST. MANTIS MIGHT NOT HAVE BEEN AFFECTED BECAUSE HE WORE A MASK.
WOLF WASN'T INFECTED EITHER. PERHAPS DUE TO THOSE TRANQUILIZERS SHE ALWAYS TOOK.
SOMETHING TO DO WITH THE ADRENALINE LEVEL IN THE BLOOD? OR MAYBE IT'S JUST BECAUSE THIS FOXDIE WAS STILL EXPERIMENTAL AND THEY HAVEN'T WORKED OUT ALL THE BUGS YET...
ARE YOU GOING TO FIGHT THE WHOLE WORLD?
AND WHAT'S WRONG WITH THAT? WE CAN LAUNCH A NUCLEAR WARHEAD AT ANY TARGET ON THIS PLANET... A NUCLEAR WARHEAD INVISIBLE TO RADAR. AND ON TOP OF THAT, THIS BASE IS FULL OF SPARE NUCLEAR WARHEADS.
ONCE WE GET THE DNA AND THE MONEY, THE WORLD WILL BE OURS!
...YOU'RE NOT THINKING OF REVIVING BIG BOSS'S DREAM?
FROM TODAY... CALL THIS PLACE "OUTER HEAVEN."
BUT BOSS... YOU'RE NOT WORRIED ABOUT THE PAL BEING OVERRIDDEN? IF THE CODE IS ENTERED AGAIN, IT'LL BE DEACTIVATED.
NO NEED TO WORRY. THE DARPA CHIEF AND THE ARMSTECH PRESIDENT ARE BOTH DEAD.
DOES SNAKE KNOW HOW THE OVERRIDE SYSTEM WORKS?
YOU INTERROGATED HIM. DON'T YOU KNOW?
HE DIDN'T HAVE ANY KEYS ON HIM.
GOOD. THEN NO ONE CAN STOP METAL GEAR NOW.

Snake, I found Baker's top-secret files!

Great job.

How's it going there?

They've finished inputting the PAL codes. So, how do we deactivate them?

Okay... y'see the override system that the President was talking about? It can also be used to input the detonation codes. Y'see, if you insert the keys when the warhead is active, you deactivate it. And if you insert them when it's inactive, it becomes activated. And you can only use the keys once.

Only once, huh?

Yeah... you'd better get started. We don't have much time.

But it takes three keys, right!? I've only got one of them!

Hold on a minute. Y'see, that's the trick. You already have all three keys!

What are you talking about!?

The card key is made of a shape memory alloy.

Shape memory alloy?

Yes. It's a material that changes shape at different temperatures. The key is made from it!

This card key?

Yeah. The card key changes shape at different temperatures.

So, this key is actually three keys in one... Clever.

Can you see the input terminals in the center of the control room?

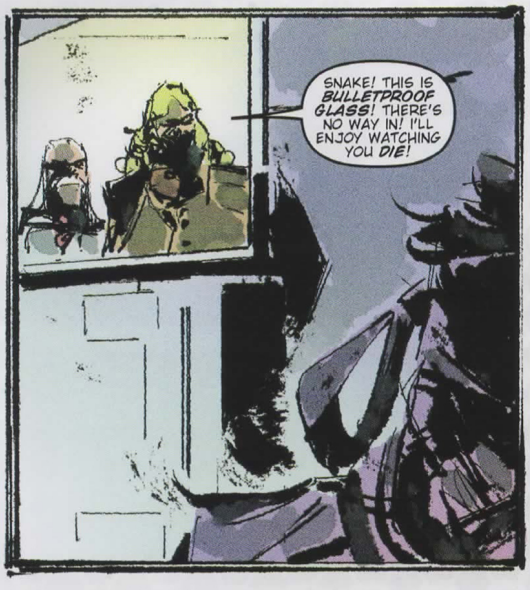
I see them.

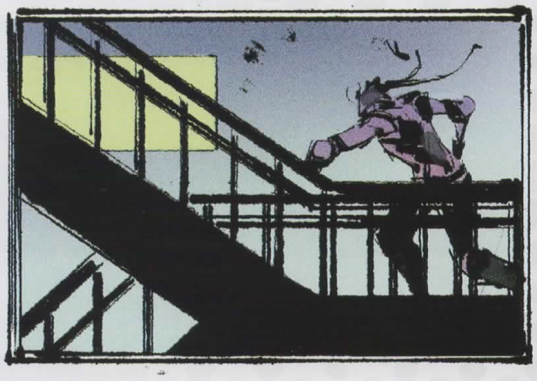
Those three laptop terminals are for the emergency input. There should be a symbol on each screen... Each symbol corresponds to a different key. Input the keys in order from left to right. The left one's for the room-temperature key. See the symbol? Next to that goes the low-temperature key. The one on the right is the high-temperature key.

Okay, I got it. First, I change the shape of the card, and then I input them in order, right?

That's right. All you do is insert the card keys. After you insert the key into the module, a hard drive reads the information contained on it. Once you've finished with all three terminals, the code input process is complete. But here's the thing. You can only use the key three times. It's an emergency system, and it's only meant to be used once.

The world is riding on that key, Snake.



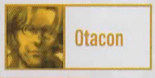


INTRO

Master Miller

Snake

Campbell


Otacon

Snake. It's about Naomi Hunter...

Then you should talk to the Colonel. He's looking into it.

Turn your monitor off.

Okay, it's off. No one else can hear us. Go ahead.

Sorry, but I didn't want the Colonel to hear.

Okay, so what's up?

I've got a good friend in the Pentagon...

Yeah...

He's the one who told me about it... It looks like the DIA recently developed a new type of assassination weapon.

An assassination weapon?

Snake, have you ever heard of something called FOXDIE?

... Liquid and others were talking about it...

Yeah. It's some kind of virus that targets specific people. I don't know all the details, but...

What are you trying to say?

It's too similar.

What is!?

The cause of death. Didn't the ArmsTech President and the DARPA Chief—I mean Decoy Octopus—die of something that looked like a heart attack?

Yeah... ?

Well, apparently FOXDIE kills its victims by simulating a heart attack.

No... You're telling me that Naomi was behind it?

Snake, try to remember. Did Naomi give you some kind of injection?

... The nanomachines.

She was in the best position to have done it, but I don't know what her motive was.

... Does the Colonel know?

I'm not sure. But he still hasn't questioned her.

Okay. I'll ask him, myself. Colonel, what's new with the Naomi situation?

I just placed Naomi under arrest.

Arrest?

She was sending coded messages to the Alaskan base. I didn't want to believe it, but she must be working with the terrorists.

Are you sure?

I'm afraid so. She's being interrogated now.

What kind of interrogation?

Well... I'd like to avoid the rough stuff, but we don't even have any sodium pentathol here.

Call me if you find out anything.

So, it's true, isn't it?

Naomi... I can't believe it.

That means the FOXDIE vaccine must be around somewhere.

Listen. I've got bigger things to worry about.

But Snake... you might be infected too, you know.

All I can do is leave it up to the Colonel.

STAGE 13

Sneaking Stage (60-90 minutes) 1 2 3 4

TILES USED: Underground Base, Blast Furnace, Warehouse A, Warehouse B, 3 Elevator Shafts, Elevator, 2 Barracks

GUARD ORDER DECK:

- 1 7 Red cards, 20 Blue cards;
- 2 7 Red cards, 16 Blue cards;
- 3 7 Red cards, 12 Blue cards;
- 4 7 Red cards, 10 Blue cards

OBJECTIVE

Complete the objectives in this order:

1. Reach Event A and B in any order.
2. Then, the player with the PAL Card Key must reach C.

SPECIAL RULES

- **Temperature Sensitive Keys:** One player must have the PAL Card Key equipped.
- **Elevator:** Players may travel using the Elevator by performing an Interact action in the Elevator space. Move the Elevator tile and all figures in it to any other Elevator Shaft tile on the map. Players may also summon the Elevator by performing an Interact action on the Elevator Shaft.
- **Steam Tunnel:** When a player interacts with the , move their figure to the space with the in the Blast Furnace. ► CODEC 04.07
- **Maintenance Scaffold (1-2 players):** When a player interacts with either , move their figure from the space with the to the space with the other in the Underground Base. ► CODEC 04.07

I'll make sure we've got that PAL Card Key...

If you haven't found it, I'm sure there are some clues...

EVENT A

Remove A and place it on the player's dashboard.

EVENT B

Remove B and place it on the player's dashboard.

EVENT C

If both A and B are not on the map and you have the PAL Card Key equipped, proceed to the Stage Cleared section.

FAILURE

- The Game Over card is revealed.

OR

- Any player is Killed in Action (KIA).

STAGE CLEARED

- Unlock **Equipment Card #022**
- Go to **page 128.**

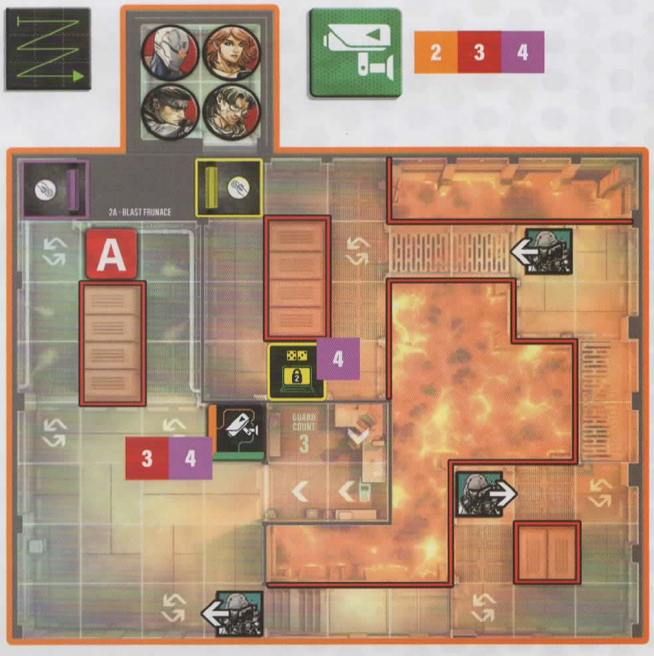
SPECIAL SETUP

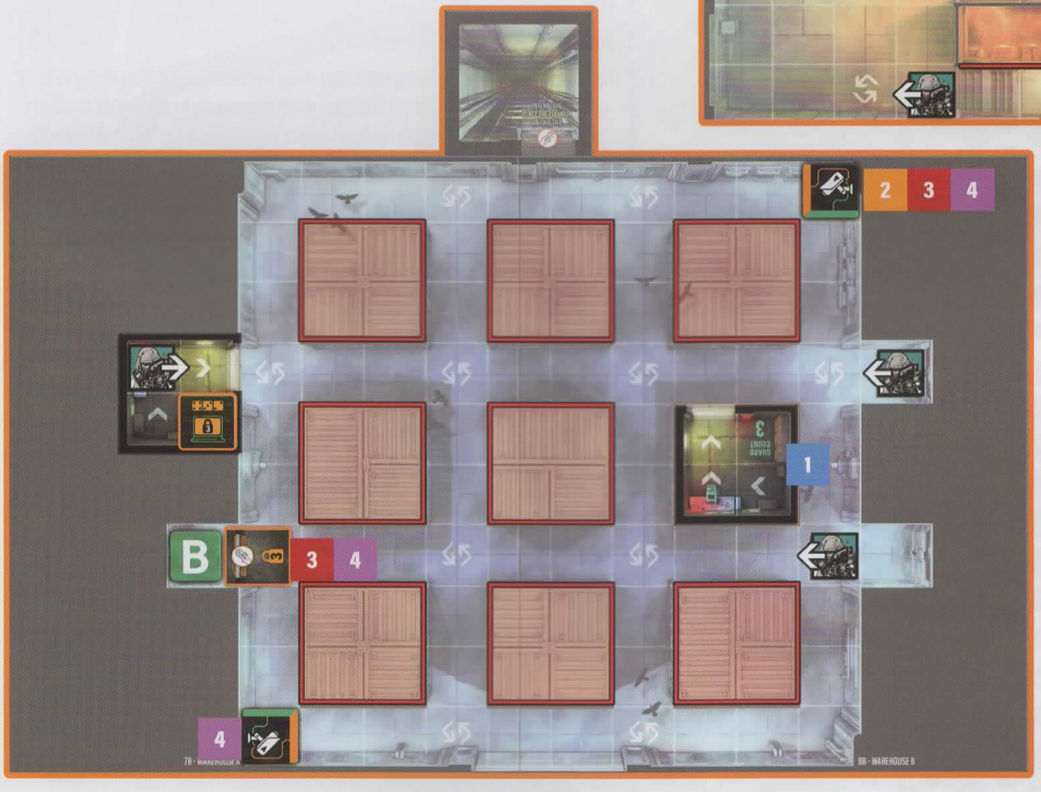
1 👤: No locked doors. No Camera tokens. Use the 📡. Treat all Barracks to say **Guard Count 2**.

2 👤: Use the camera in the top right of **Warehouse B**. Use the locked yellow door on the **Underground Base**. Use 📡.

3 👤: Use the camera in the top right of the **Warehouse B** and the camera on the **Blast Furnace**. Use all locked doors. Does not use the 📡.

4 👤: Uses everything except the 📡.





STAGE SETUP

STARTING AREA

EVENTS X3

INTERACT TOKENS X4

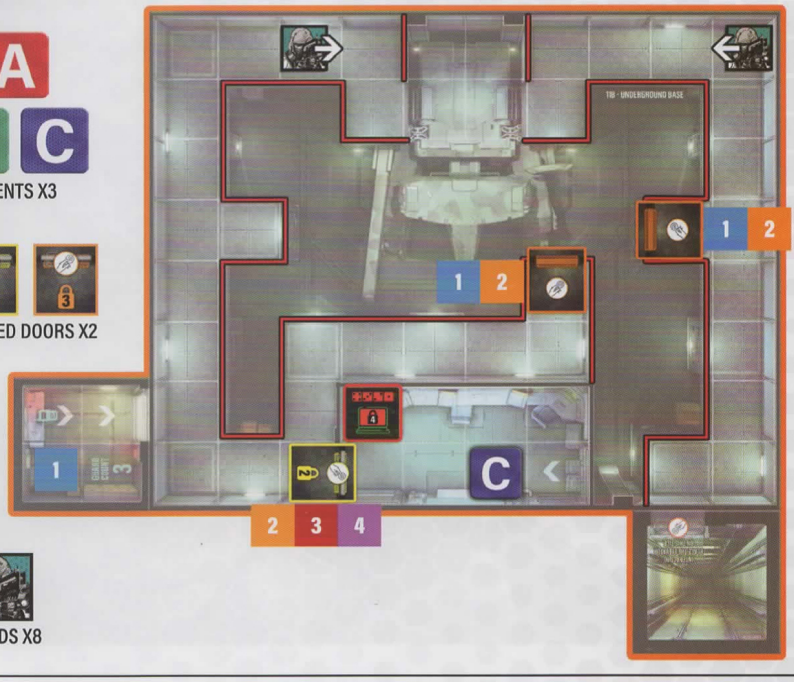
LOCKED DOORS X2

TERMINALS X3

OBSTACLE BLOCK LOS

CAMERAS X3

GUARDS X8



Naomi
Snake
Voice
Campbell

(Snake goes to input the rest of the PAL codes. During the process, he gets a Codec call.)

Snake, can you hear me? It's Naomi...

Naomi!? ... What the hell!?

Campbell and the others are busy right now... I'm on a different Codec.

Naomi, is what the Colonel says true?

... Yes. But not everything I said was a lie. I don't know myself. I don't know my real name or even what my parents looked like. I bought all my identification. But my reason for getting into genetics was true.

Cause you want to know yourself, right?

That's right. I want to know where I came from... my age, my race... anything.

Naomi...

I was found in Rhodesia sometime in the '80s... a dirty little orphan...

Rhodesia? What's now known as Zimbabwe?

Yes. Rhodesia was owned by England until 1965, and there were lots of Indian laborers around. That's probably where I got my skin color from, but I'm not even sure about that...

Naomi, you're too worried about the past. Isn't it enough to understand who you are now?

Understand who I am now!? Why should I? No one else tries to understand me. I was alone for so long... until I met my big brother and him.

Your big brother?

Yes... Frank Jaeger.

What!?

Yes. Frank Jaeger, the man who you destroyed, was my brother and my only family. He was a young soldier when he picked me up near the Zambezi River. I was half dead from starvation, and he shared his rations with me.

Gray Fox?

We survived that hell together, Frank and me. He protected me. He's my one connection... the only connection that I have to my past.

And he brought you back to America?

No. I was in Mozambique when "he" came.

Who is "he"? ... You mean Big Boss?

He brought us to this land of freedom, this America. But then, he and my brother went back to Africa to continue the war. And that's when it happened... You killed my benefactor and sent my brother home a cripple. I vowed revenge and joined FOXHOUND. I knew it was my best chance to meet you, and I prayed for the day that I could...

So, were your prayers answered?

Yes. I waited two long years...

To kill me? Is that all you cared about?

Yes. That's right. Two years. You were all I thought about for two long years... like some kind of twisted obsession...

Do you still hate me?

... Not exactly. I was partly wrong about you...

What about Liquid and the others?

No. I'll have my revenge on them, too.

Naomi... you didn't kill that doctor, too, did you? The one that used Gray Fox for his genome experiments...

... No... that was my brother. Afterwards, I covered it up and helped him hide out...

So that ninja... I mean Gray Fox... he's come here to kill me?

... I don't think so. I think he just came here to fight you... I wasn't sure before, but now, I think I understand. A final battle with you... that's all he lives for. I'm sure of it...

... Fox... no... Naomi, tell me something...

... About FOXDIE? FOXDIE is a retrovirus that targets and kills only specific people. First, it infects the macrophages in the victim's body. FOXDIE contains smart enzymes created through protein engineering. They're programmed to respond to specific genetic patterns in the cells.

Those enzymes recognize the target's DNA?

Right. They respond by becoming active and using the macrophages. They begin creating TNF epsilon. It's a type of cytokine, a peptide which causes cells to die. The TNF epsilon is carried along the bloodstream to the heart, where they attach to the TNF receptors in the heart cells.

And then... they cause a heart attack?

The heart cells suffer a shock and undergo extreme apoptosis. Then... the victim dies.

Apoptosis... you mean the heart cells commit suicide... Naomi...

... What?

... You must have programmed that thing to kill me too, right? Do I still have time? Naomi, I don't blame you for wanting me dead. But I can't go yet. I still have a job to do.

Listen, Snake. I'm not the one who made the decision to use FOXDIE.

You weren't?

You were injected with FOXDIE as a part of this operation. I just wanted to let you know that... No, that's not the whole truth... the real thing that I wanted to tell you was... Snake, I... I...

Hey! What are you doing!?

EEK!! Ooooh... Snake...

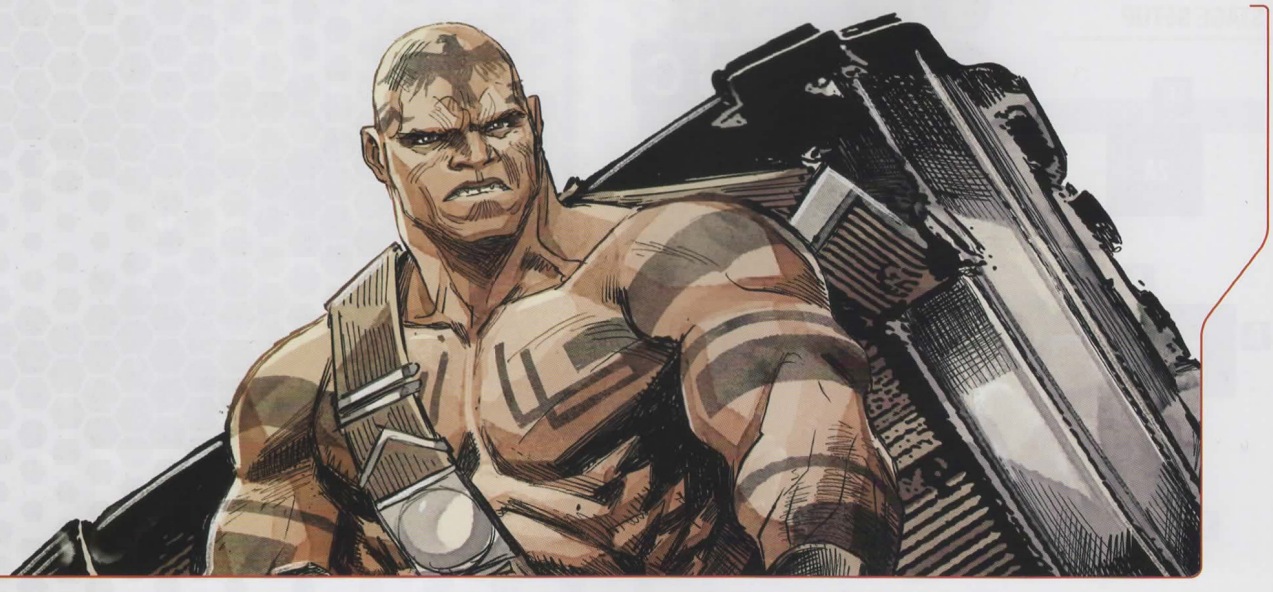
... Snake, I can't allow Naomi to make any more unauthorized transmissions. Naomi's been removed from this operation.

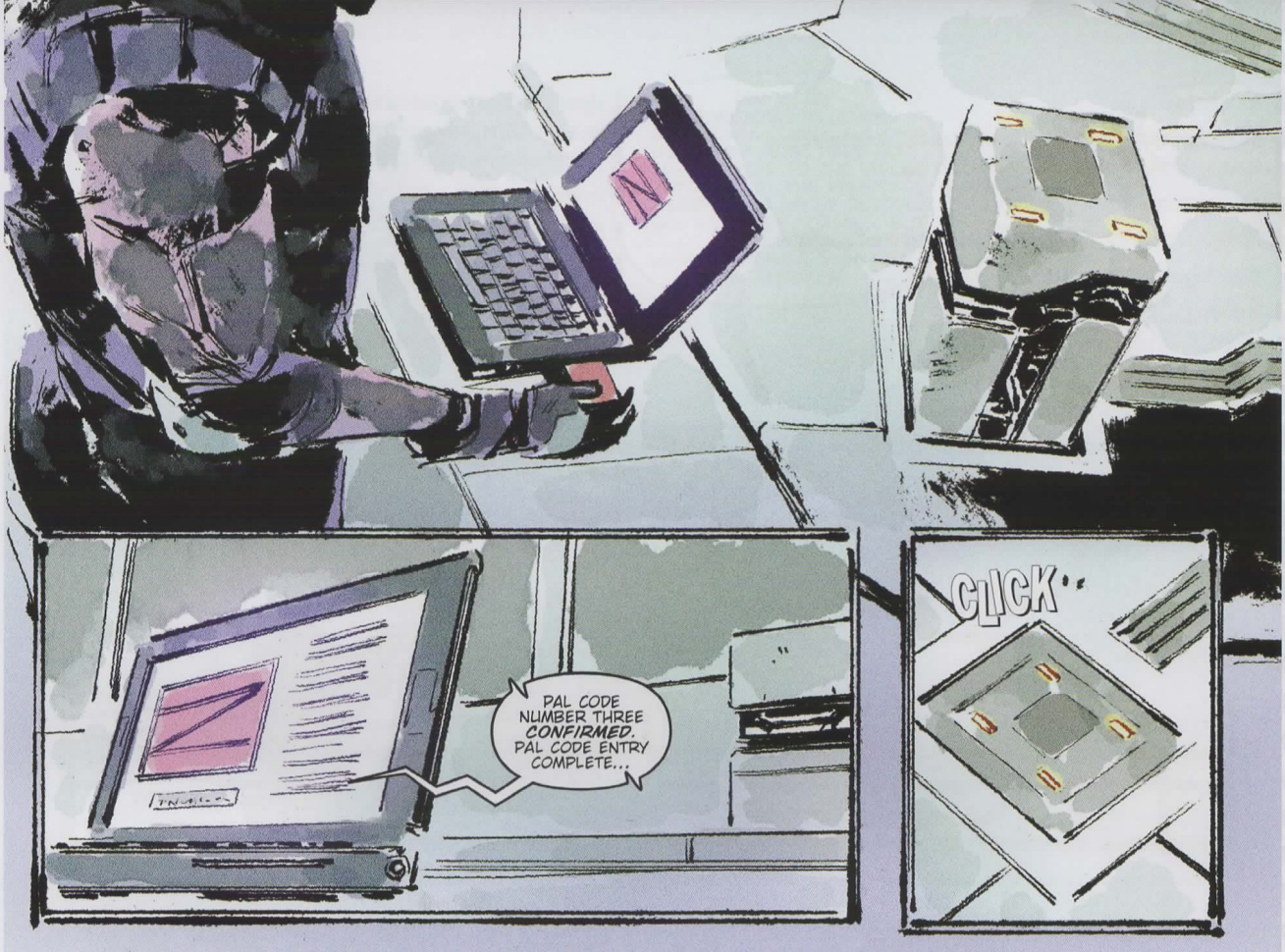
What happened to Naomi!? What did she mean when she said that FOXDIE was a part of this operation!? Colonel, let me talk to her!

I won't. She's under arrest.

... You double-crossed me!

Snake, there's no time for that! Right now, your job is to stop Metal Gear! ... Okay, Snake!?





Thank you, Snake. Now, the detonation code is completed. Nothing can stop Metal Gear.

Master, what's going on?

You found the key and even activated the warhead for us. I really must express my gratitude. Sorry to have involved you in that silly shape memory alloy business. We weren't able to learn the DARPA Chief's code. Even with Mantis' psychic powers, he couldn't read his mind. Then, Ocelot accidentally killed him during the interrogation. In other words, we couldn't launch the nuclear device, and we were all getting a little worried. Without the threat of a nuclear strike, our demands would never be met.

What do you mean?

Without the detonation code, we had to find some other way. That's when we decided... you might prove useful, Snake. First, I thought we might get the information from you. So, I had Decoy Octopus disguise himself as the DARPA Chief. Unfortunately, Octopus didn't survive the encounter... thanks to FOXDIE.

You mean you had this planned from the beginning? Just to get me to input the detonation code!?

Huh? You didn't think you made it this far by yourself, did you?

Who the hell are you!?

In any case, the launch preparations are complete. Once the world glimpses the power of this weapon, the White House will have no choice but to surrender the FOXDIE vaccine to me. Their ace in the hole is useless now...

Snake
Master Miller
Campbell
Liquid

Ace in the hole?

The Pentagon's plan to use you was already successful... in the torture room. Snake, you're the only one who doesn't know. Poor fool.

Who are you, anyway!?

I'll tell you everything you want to know. If you come to where I am, that is.

Where are you?

Very close by.

Snake, that's not Master Miller!

Campbell, you're too late.

Master Miller's body was just discovered at his home. He's been dead for at least three days. I didn't know because my Codec link with Master was cut off. But Mei Ling said his transmission signal was coming from inside the base!

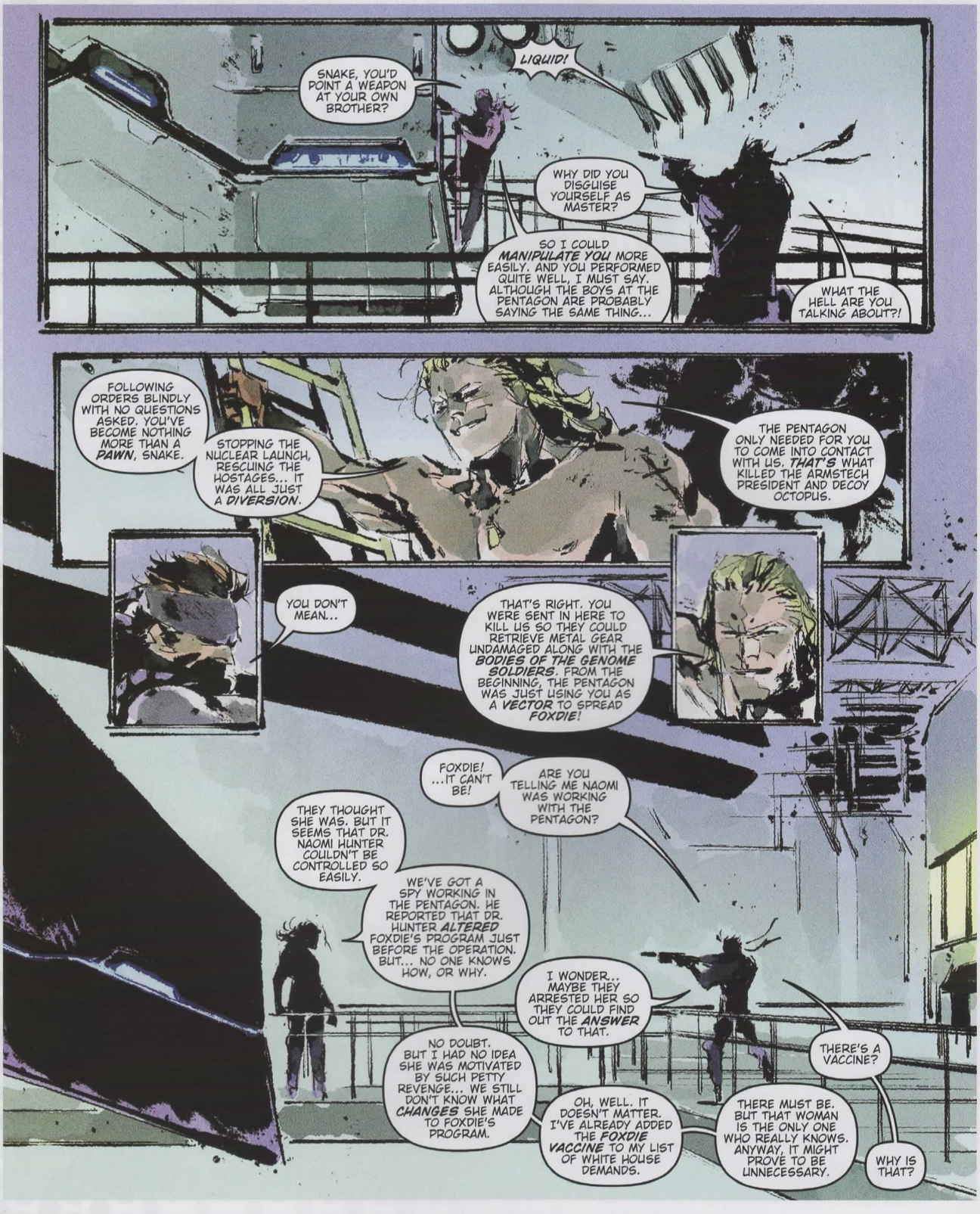
So, who is it?

Snake, you've been talking to...

... Me... dear brother.

Liquid!? How the... !?

You've served your purpose. You may die now!



YOU WERE SUCCESSFUL IN COMING INTO CONTACT WITH ALL OF US, SO WE MUST HAVE ALL BEEN EXPOSED TO THE VIRUS. IT'S TRUE THAT THE ARMSTECH PRESIDENT AND DECOY OCTOPUS WERE KILLED BY FOXDIE... BUT OCELOT, MYSELF, AND YOU, THE CARRIER, WERE APPARENTLY UNAFFECTED.
A BUG IN THE VIRUS'S PROGRAMMING?
HMM, COULD BE. IN ANY CASE, IF IT DOESN'T KILL YOU, THEN I'M NOT WORRIED EITHER. AFTER ALL, OUR GENETIC CODE IS IDENTICAL.
SO IT'S TRUE... YOU AND I ARE...
YES, TWINS— BUT WE'RE NOT ORDINARY TWINS... LES ENFANTS TERRIBLES.
YOU'RE FINE. YOU GOT ALL THE OLD MAN'S DOMINANT GENES. I GOT ALL THE FLAWED, RECESSIVE GENES.
EVERYTHING WAS DONE SO THAT YOU WOULD BE THE GREATEST OF HIS CHILDREN. THE ONLY REASON I EXIST IS SO THEY COULD CREATE YOU.
I WAS THE FAVORITE, HUH.
THAT'S RIGHT! I'M JUST THE LEFTOVERS OF WHAT THEY USED TO MAKE YOU. CAN YOU UNDERSTAND WHAT IT'S LIKE TO KNOW THAT YOU'RE GARBAGE SINCE THE DAY YOU WERE BORN?!
BUT NOW I'LL HAVE MY REVENGE! YOU SHOULD UNDERSTAND ME, BROTHER. YOU KILLED OUR FATHER WITH YOUR OWN HANDS! YOU STOLE MY CHANCE FOR REVENGE! NOW I'LL FINISH THE WORK THAT FATHER BEGAN. I WILL DESTROY HIM!
YOU'RE JUST LIKE NAOMI.
WELL, UNLIKE YOU, I'M PROUD OF THE DESTINY THAT IS ENCODED INTO MY VERY GENES.
DAMN!
SNAKE! YOUR BLOOD WILL BE THE FIRST TO BE SPILLED BY THIS GLORIOUS NEW WEAPON. CONSIDER IT AN HONOR... A GIFT FROM YOUR BROTHER. THE POWER OF THE WEAPON THAT WILL LEAD US INTO THE 21ST CENTURY!
IT'S MOVING...
HOW DO I STOP IT?

INTRO

Otacon Snake, REX's armor uses the latest advances in compound armor. It's impregnable. You can't do any damage with the weapons you've got. The only way you can pierce it is with a High Explosive Anti-Tank (HEAT) round.

Snake So, what do I do?

Otacon REX's pilot seat operates exactly like a VR system. It's got multiple sensors connected to a high-tech interface used for the controls. It's completely self-enclosed and shut off from the outside environment.

Snake He's not using his actual eyes?

Otacon That's right. So, if you could somehow destroy the sensors... Do you see that round plate on REX's left arm?

Snake Yeah, that thing that looks like a shield?

Otacon That's a Radome. If you can destroy it, it won't be able to use its electronic equipment.

Snake So, he'll be blinded?

Otacon Yeah. Try to hit the Radome with a radar homing missile.

Snake That will stop it?

Otacon No, REX was designed so it can be controlled manually, too.

Snake Oh great.

Otacon The part that looks like a beak is where the pilot sits. In an emergency, it will open up. REX's armor is perfect. You can't destroy it.

Snake You told me that already.

Otacon But the interior is a different story.

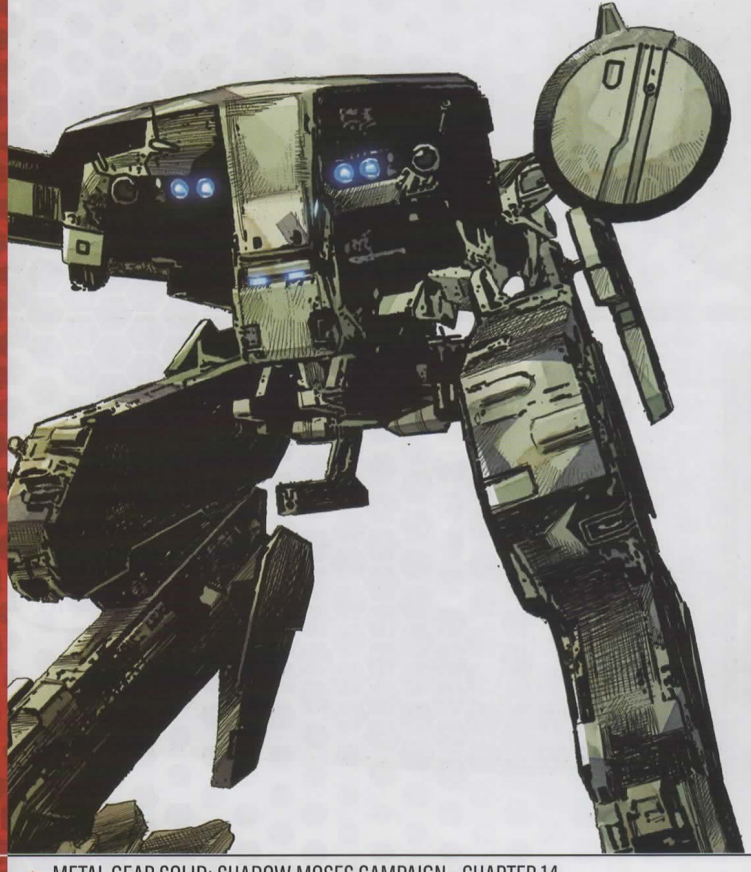
Snake I get it... First, I destroy the Radome. That will force him to open up the pilot's seat.

Otacon Right. If you can shoot a missile into the cockpit, you'll destroy the computer control system.

Snake You intentionally designed it with a weak point?

Otacon It's not a weak point. I like to think of it as a character flaw. People just aren't complete without some type of character flaw, don't you think?

Snake I guess so. I owe you one, Otacon.



STAGE 14

Boss Stage (60 minutes)

1 2 3 4

TILES USED: Metal Gear Platform A, Metal Gear Platform B

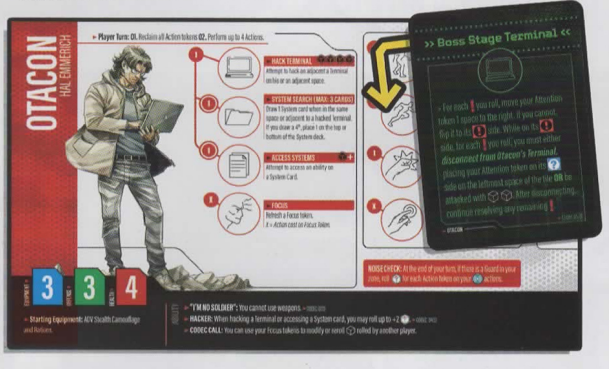
BOSS SETUP

1. Gather tokens for Snake, Meryl, and Gray Fox, placing them near the map.
2. Place the Radar Homing Missile Launcher Special Action card over the highlighted area of each player's dashboard.

3. Shuffle the Metal Gear REX Boss cards to form the Boss deck.
4. Shuffle the Metal Gear REX Special Attack cards facedown. Then, place this deck faceup.

4-PLAYER SETUP

- Place the Terminal Reference card over the highlighted area of Otacon's dashboard.



- Take the Otacon's Terminal tile and place Otacon's figure as indicated. Place his ? in the leftmost space on the Terminal tile.

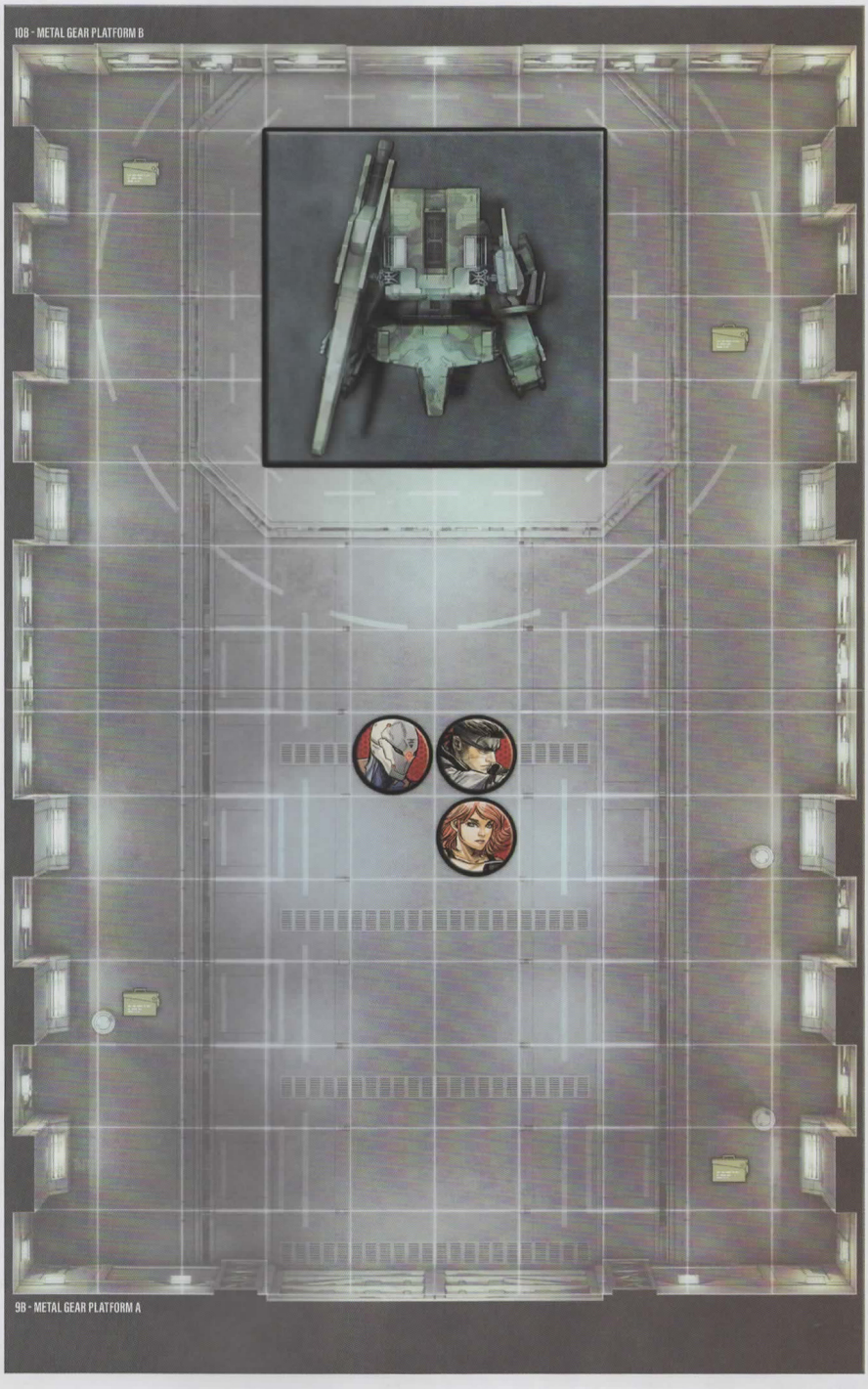
- Use the Metal Gear REX System deck instead of Otacon's standard System deck for this Stage.

OBJECTIVE

- Destroy REX's Radome by reducing it to 0 health.

FAILURE

- Any player is Killed in Action (KIA).



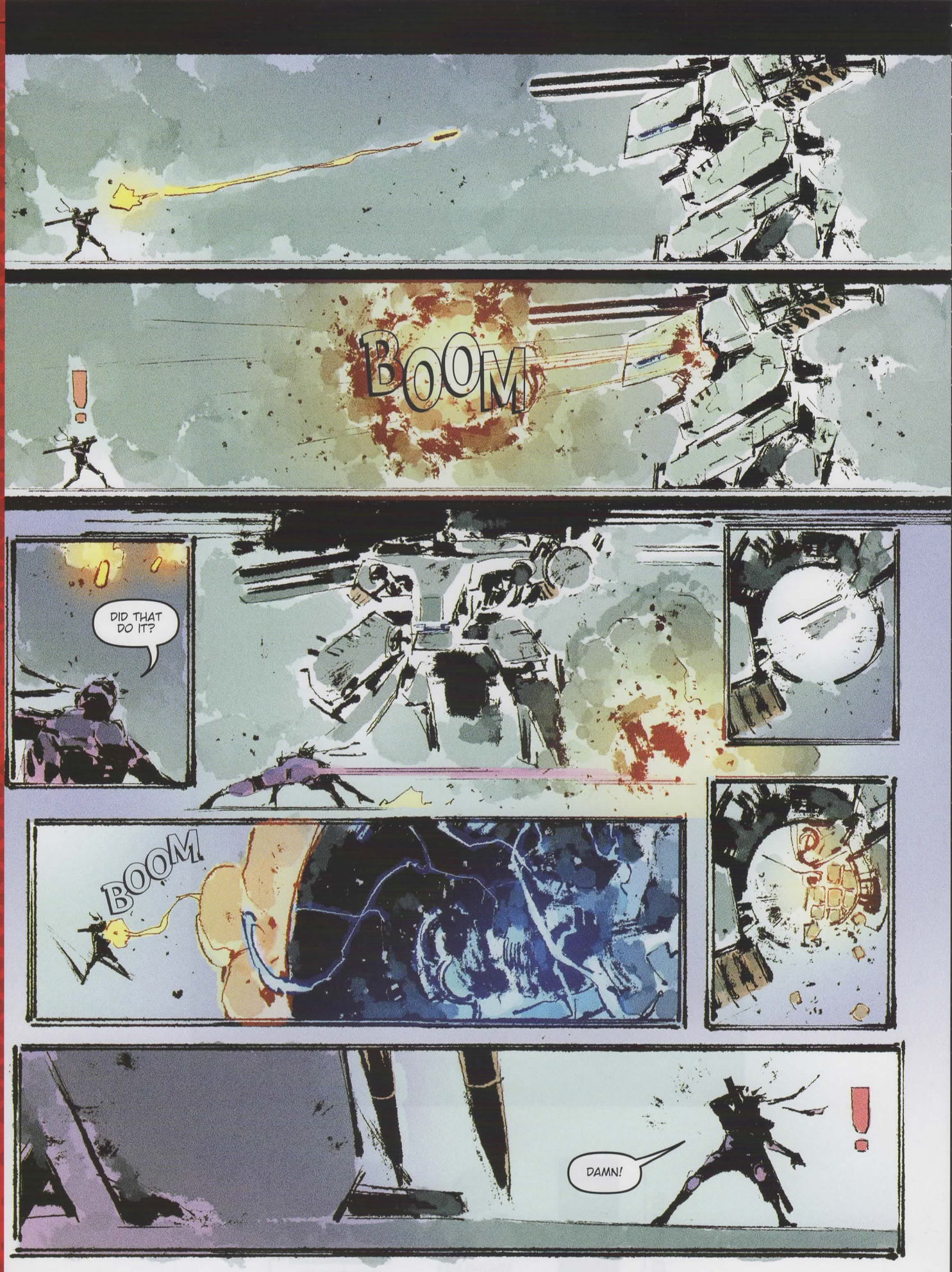
STAGE SETUP

10B

9B

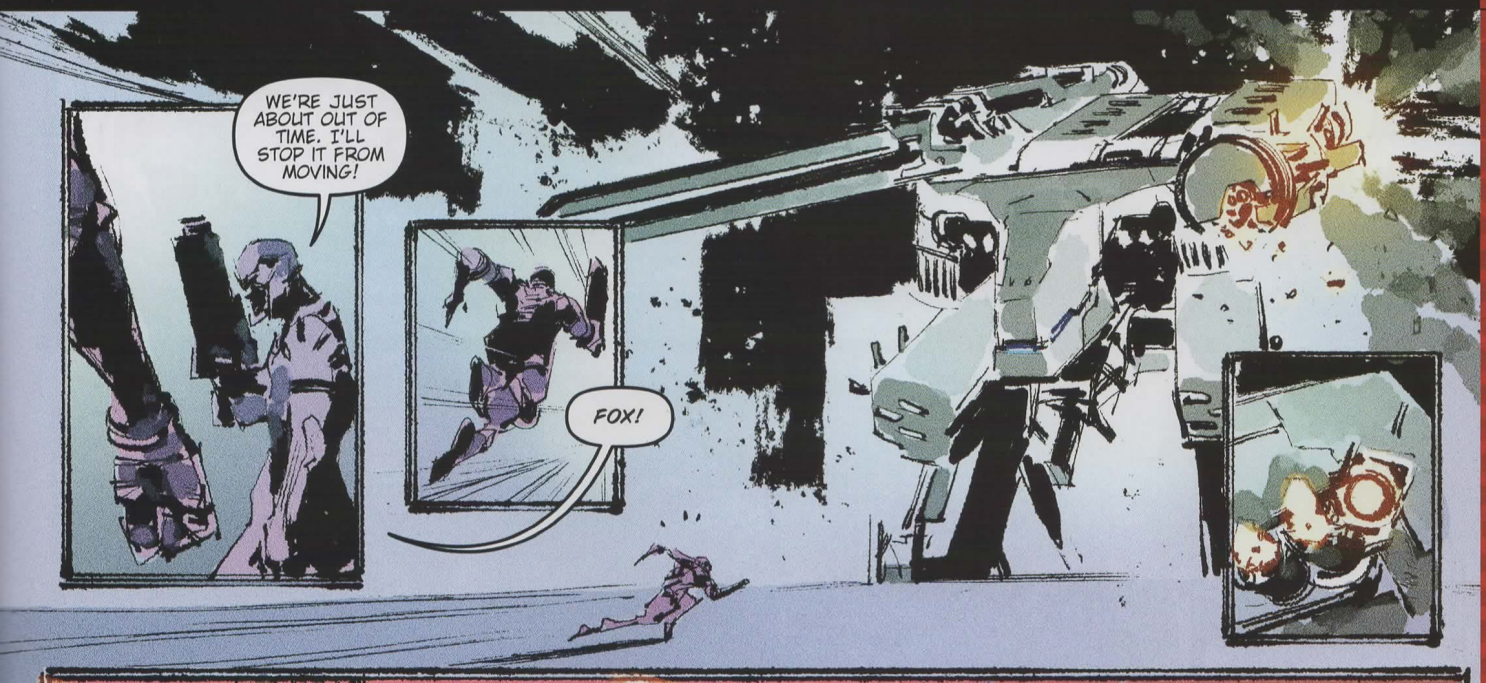
STARTING AREA

METAL GEAR REX


BOOM
!
DID THAT DO IT?
BOOM
DAMN!
!

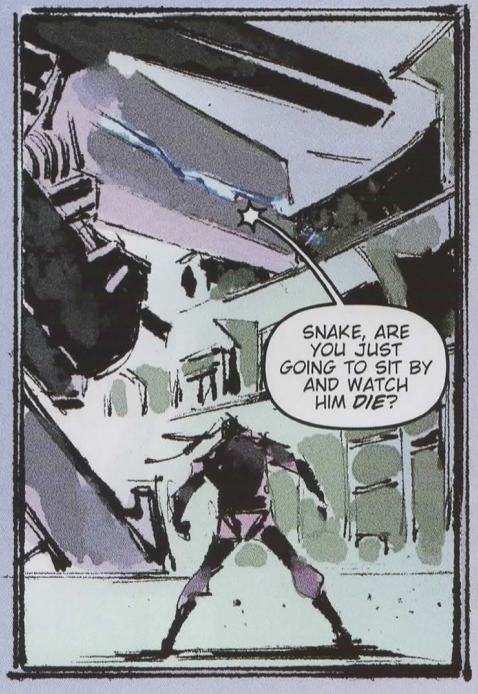
HURRY! GET AWAY!
A NAME FROM LONG AGO.
SO IT IS YOU?!
YOU LOOK TERRIBLE, SNAKE. YOU HAVEN'T AGED WELL.
I'LL SEND YOU BACK TO HELL!
GRAY FOX!

FOX, WHY?! WHAT DO YOU WANT FROM ME?!
I'M A PRISONER OF DEATH. ONLY YOU CAN FREE ME...
FOX, STAY OUT OF THIS... WHAT ABOUT NAOMI? SHE'S HELL-BENT ON TAKING REVENGE FOR YOU.
NAOMI...
YOU'RE THE ONLY ONE WHO CAN STOP HER.
WHY?
BECAUSE I'M THE ONE WHO KILLED HER PARENTS.
NO... I CAN'T.
I WAS YOUNG, AND COULDN'T BRING MYSELF TO KILL HER, TOO. I FELT SO BAD THAT I RAISED HER LIKE SHE WAS MY OWN BLOOD TO SOOTHE MY GUILTY CONSCIENCE. EVEN NOW, SHE THINKS OF ME AS HER BROTHER...
WE MIGHT HAVE SEEMED LIKE A HAPPY BROTHER AND SISTER. BUT EVERY TIME I LOOKED AT HER, I SAW HER PARENTS' EYES STARING BACK AT ME...
TELL HER FOR ME. TELL HER THAT I WAS THE ONE WHO DID IT.
THERE YOU ARE!


WE'RE JUST ABOUT OUT OF TIME. I'LL STOP IT FROM MOVING!
FOX!

BAM

HOW STRONG IS THAT EXOSKELETON OF YOURS?


SNAKE, ARE YOU JUST GOING TO SIT BY AND WATCH HIM DIE?

IMPRESSIVE. YOU ARE INDEED WORTHY OF THE CODENAME "FOX"! BUT NOW YOU'RE FINISHED!
UUUNNGGH! ...NOW! FIRE THE MISSILE!
NOW IN FRONT OF YOU... I CAN FINALLY DIE.
FOX!
AFTER ZANZIBAR, I WAS TAKEN FROM THE BATTLE NEITHER TRULY ALIVE NOR TRULY DEAD... AN UNDYING SHADOW IN THE WORLD OF LIGHTS. BUT SOON... SOON. IT WILL FINALLY... END.

SNAKE, WE'RE NOT TOOLS OF THE GOVERNMENT OR ANYONE ELSE! FIGHTING WAS THE ONLY THING... THE ONLY THING I WAS *GOOD* AT, BUT... AT LEAST I ALWAYS FOUGHT FOR WHAT I BELIEVED IN...
SNAKE... FAREWELL.

FOOOOOOOX!
KA-BOOM
PTT
148.85
MEMORY

Campbell
Snake
Mei Ling
Houseman

The Secretary of Defense has taken active control over this operation. He's on his way there by AWACS.

What for?

To bomb the place.

What!?

Not only that. Stealth bombers just lifted off from Galena Air Force Base. They're carrying B61-13 surface-piercing tactical nuclear bombs.

What?! Metal Gear is destroyed. Tell the Secretary of Defense!

The Secretary of Defense heard that Naomi double-crossed us and he's worried about FOXDIE. Now that there's no more danger of a nuclear strike from Metal Gear, he's going to do whatever's necessary to cover up the truth of what really happened here.

He's going to drop a nuclear bomb to vaporize all the evidence along with anyone who knows anything...

Don't worry, Snake. I'll stop the nuclear strike.

How?

I may only be a figurehead here, but I'm still officially in command of this mission. If I issue an order to delay the strike, it'll confuse the chain of command and at least buy you some time. It'll give you a chance to escape!

But Colonel, if you do that...

It's okay, Snake. The truth is, FOXHOUND was already the subject of an undercover investigation. Meryl was transferred to this base just before the terrorist attack... as a way of manipulating me.

Those bastards...

I'm sorry. They forced me to cooperate in exchange for her life. You'd better get out of there, Snake.

Are you sure? ... It'll be bad for you.

Don't worry. It's the least I can do for you after all the lies.

Colonel...

I'm ordering them to cancel the bombing run. After that, there's no turning back... Aaaah! What are you doing!?

Snake!

Mei Ling, what happened to the Colonel!?

... I don't believe it!!

What happened!?

Snake, the Colonel!!

Roy Campbell has been relieved of duty. This is the Secretary of Defense, Jim Houseman.

Put the Colonel back on!

He's been placed under arrest for leaking top-secret information and for the crime of high treason.

Ridiculous!

Yes, he's a ridiculous man. He truly believed that he was in command of this operation.

You bastard!

There won't be a speck of evidence left. I'm sure the President would want the same thing.

The President ordered this?

The President is a busy man. I have complete authority here.

How do you plan on explaining a nuclear attack on Alaska to the media?

Don't worry. We've prepared a convincing cover story. We'll simply say that the terrorists exploded a nuclear device.

... Smart. You'll be murdering everyone here. The scientists, the Genome Army, everyone...

Donald... the DARPA Chief is already dead...

So, you didn't mean to kill the DARPA Chief after all?

He was my friend.

And you couldn't care less about what happens to everybody else, huh?

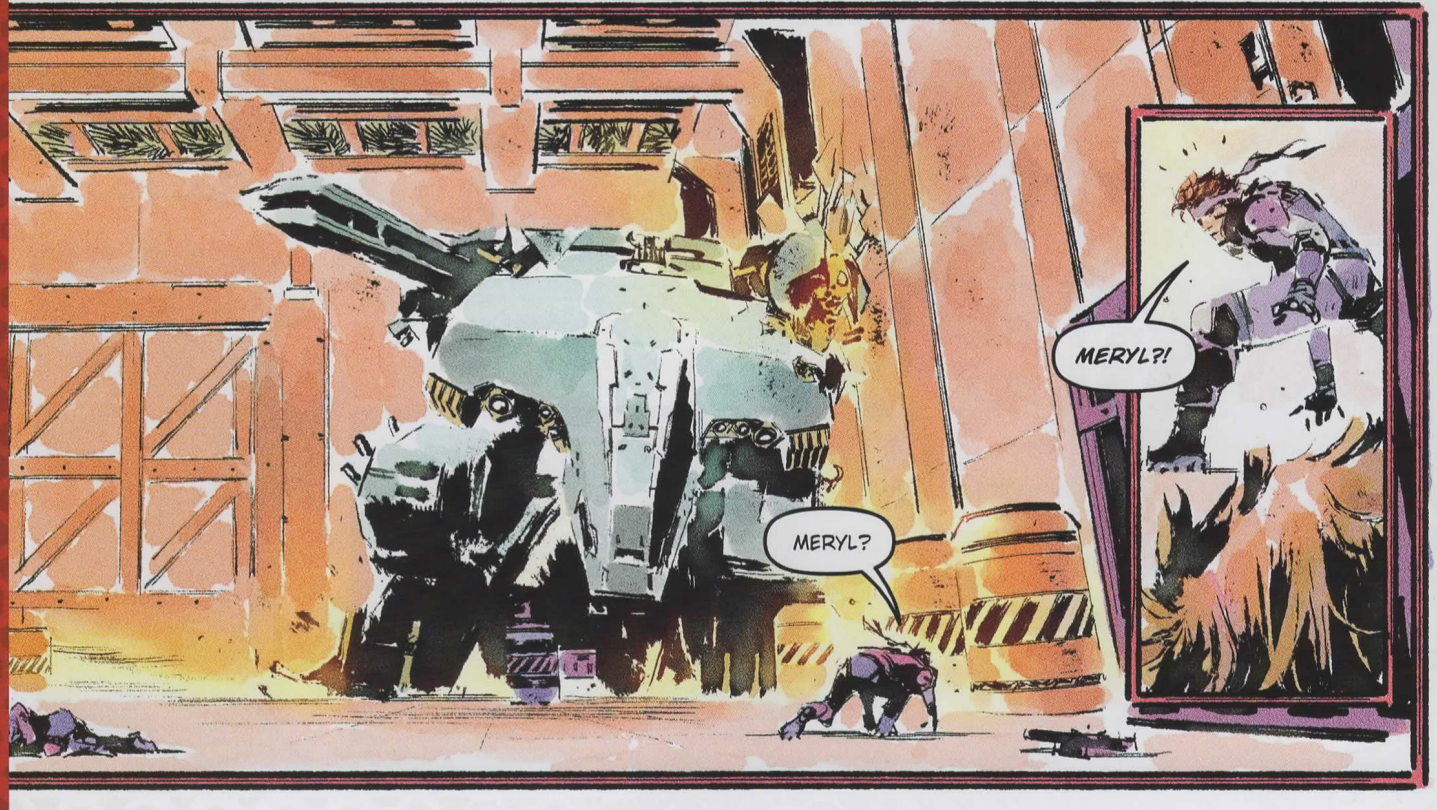
Well, if you give me the optic disc, I might consider saving them.

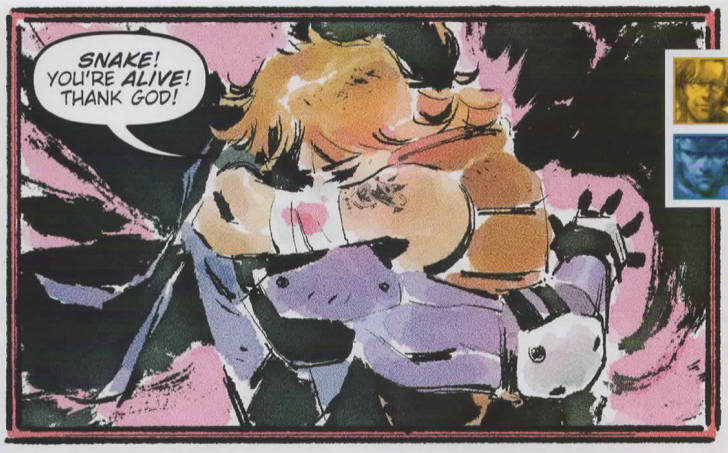
What are you talking about?

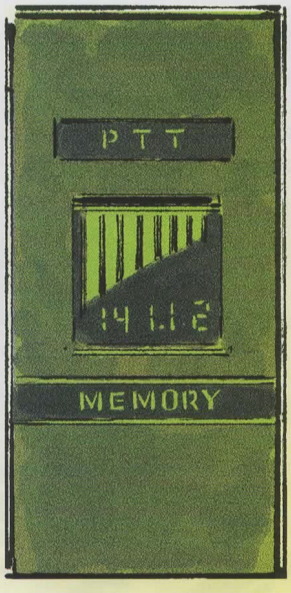
Metal Gear's test data! Donald was supposed to bring it back.

I don't have it.

I see. Well, the bombs will be dropping soon. Farewell.







Snake, it's me.

Otacon, good news! Meryl's okay.

All right!!!

I got some bad news, too. We're about to be bombed.

Oh boy. I guess we're considered expendable.

Is there a way out of here?

A way out? ... Uh, yeah. You can take the loading tunnel to the surface. There's a parking garage right next to you. The tunnel leads from there to the surface.

The door in front?

No. It's a small entrance to the west of that door.

How about the security?

I just unlocked it. Who do you think you're talking to? I'll take care of security along your escape route, too...

What are you going to do?

Me? I... I'll stay here.

Are you crazy!?

I need a little more time to take care of your escape route.

But...

Unlocking the security doors is difficult work. Only I can do it.

Otacon?

Don't worry, I'm staying here. It's my own decision.

Otacon, this is a hardened shelter, but they're going to use a surface-piercing nuclear bomb. It won't hold.

I'm through regretting the past...

...

Snake, I'm a complete person now. I've found a reason to live.

Good. Don't die on me.

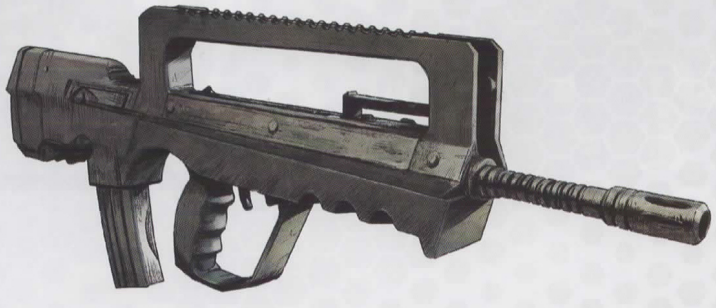
Same to you. Take care of Meryl, okay?

I will...

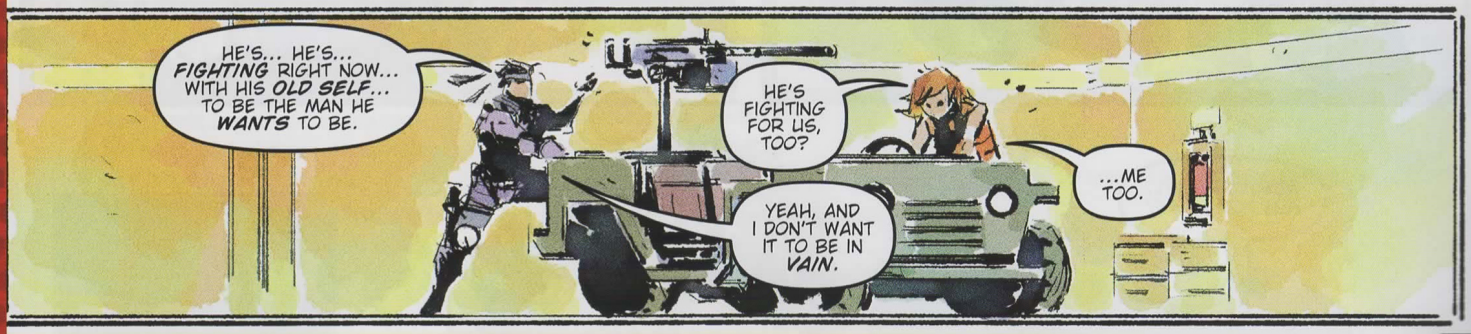
Okay, I gotta go. I promise I'll do something about your escape route.

Thanks.

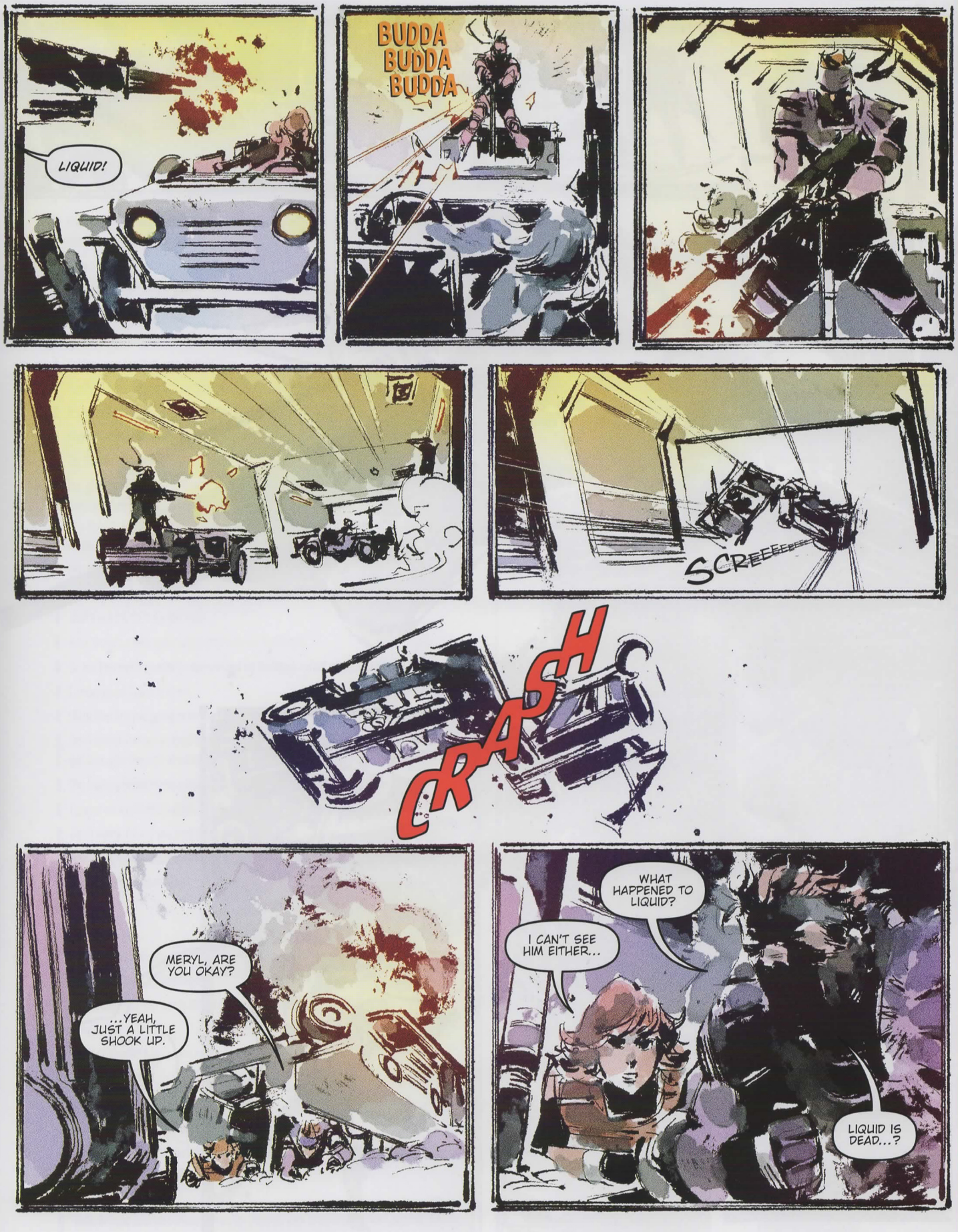
"Thanks"... Oh, that sounds nice.



LET'S GET THE HELL OUT OF HERE.
WHERE IS OTACON?!


HE'S... HE'S... FIGHTING RIGHT NOW... WITH HIS OLD SELF... TO BE THE MAN HE WANTS TO BE.
HE'S FIGHTING FOR US, TOO?
...ME TOO.
YEAH, AND I DON'T WANT IT TO BE IN VAIN.

BLAM BLAM BLAM
NOT YET, SNAKE. IT'S NOT OVER YET!


LIQUID!
BUDDA BUDDA BUDDA
SCREEEEE
CRASH
MERYL, ARE YOU OKAY?
...YEAH, JUST A LITTLE SHOOK UP.
WHAT HAPPENED TO LIQUID?
I CAN'T SEE HIM EITHER...
LIQUID IS DEAD...?

UH-OH!
SNAKE!
...SNAAAAKE...
FO... FOX...?
DIE...
IF HE'S DEAD, THAT MEANS...
DON'T SAY IT, SNAKE.
WHAT HAPPENED TO THE AIR RAID? NO STEALTH BOMBERS IN SIGHT.

Snake, can you hear me?

Colonel!

Are you okay?

Colonel, what happened?

The Secretary of Defense has been arrested. Early retirement.

Arrested?

I was able to get into contact with the President. Metal Gear, the training exercise... all of it... it was all the Secretary of Defense acting alone.

Acting alone? What happened to the air raid and the nuclear strike?

The orders were rescinded. The stealth bombers have returned to the base. Once again, I have complete authority over this operation.

I see...

Washington isn't stupid enough to use nukes to cover up a few secrets.

I wonder about that.

In any case, the danger's over... Thanks, Snake.

Colonel, you can rest easy. Meryl's fine.

Really? Thank you, Snake. I'm sorry I... I kept a lot of things from you.

It's okay, Colonel.

Snake, I'm not a Colonel.

Oh, that's right.

I've got a present for you. There's a snowmobile close to you. Mei Ling saw it on the satellite photos. This time of the year, the glaciers are pretty calm. You should be able to ride right out of there. I'll bet the boys at the DIA and the NSA never expected you to come home alive.

Me neither. I better not show my face around here.

No danger of that. You two officially died after your jeep sank into the ocean...

That's not too far from the truth.

Also, there's a helicopter waiting for you on Fox Island.

Dr. Hal Emmerich should be somewhere on the base. I want someone to bring him in.

I understand. Leave it to me.

Okay, Roy. Are you going to be okay?

Don't worry. I've got an insurance policy... a hard copy of all Mei Ling's data. As long as I've got that, you, me, and Mei Ling will be fine.

The battery on these nanomachines will run out soon. They won't be able to follow us.

I guess we won't meet again.

Don't worry. I'll pay you a visit sometime.

Really? I'll look forward to that.

Roy, just tell me one thing.

What?

About FOXDIE.

Meryl will be fine. She wasn't included in its programming.

What about me? It killed Liquid...

Naomi said that she wants to talk to you face-to-face about that.

How is she?

Don't worry. Mei Ling's with her right now. I'm switching over to Naomi.

Snake, it's me...

Naomi...

I heard... about my brother...

I'm sorry... but he had one last message he wanted to say to you. He told me to tell you to forget about him and to go on with your own life.

Frankie said that?

Yeah. He also said he'll always love you... Naomi, your brother just saved you, me, and the whole world. He fought with every ounce of strength in his body.

Maybe... maybe now he's finally found some peace. He wasn't really my brother anymore... Ever since he fought with you in Zanzibar, he's been like a ghost. A ghost looking for a place to die...

Naomi, Liquid died from FOXDIE too. What about me? When am I gonna go?

That's up to you.

What do you mean?

Everybody dies when their time's up...

Yeah, so when's mine up?

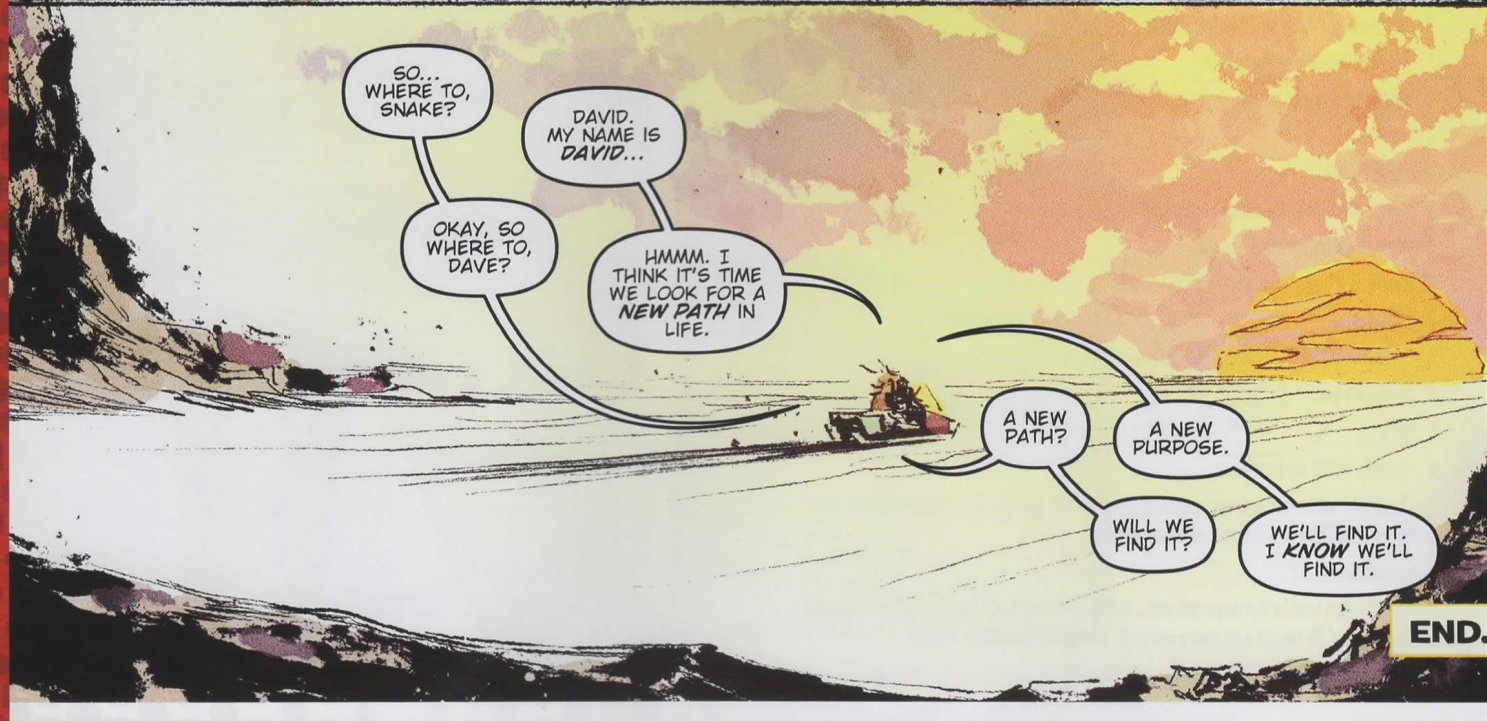
It's up to you how you use the time left to you. Live, Snake. That's all I can say to you.

STAGE CLEARED

- Unlock **Equipment Card #023**
- Go to **page 146.**

LOOK. I FOUND THIS.
LET'S KEEP IT. AS A REMINDER
OF WHAT? A REMINDER OF A SUCCESSFUL MISSION, OR THE FIRST TIME WE MET?
A REMINDER OF HOW TO LIVE. UNTIL TODAY, I'VE LIVED ONLY FOR MYSELF. SURVIVAL HAS BEEN THE ONLY THING I CARED ABOUT IN MY LIFE.
THAT'S NOT JUST YOU. THAT'S HOW EVERYONE IS.
I ONLY FELT TRULY ALIVE WHEN I WAS STARING DEATH IN THE FACE. I DON'T KNOW, MAYBE IT'S WRITTEN INTO MY GENES.
WHAT ABOUT NOW? WHAT DO YOUR GENES SAY ABOUT YOUR FUTURE NOW?
MAYBE IT'S TIME I LIVE FOR SOMEONE ELSE.

SOMEONE ELSE?
YEAH. SOMEONE LIKE YOU... MAYBE THAT'S THE REAL WAY TO LIVE.


SO... WHERE TO, SNAKE?
DAVID. MY NAME IS DAVID...
OKAY, SO WHERE TO, DAVE?
HMMM. I THINK IT'S TIME WE LOOK FOR A NEW PATH IN LIFE.
A NEW PATH?
A NEW PURPOSE.
WILL WE FIND IT?
WE'LL FIND IT. I KNOW WE'LL FIND IT.
END.

Yes, sir. The entire unit was wiped out.

[...]

Those two are still alive, sir.

[...]

The vector? Yes, sir, FOXDIE should be activated soon. Right on schedule.

[...]

Yes, sir. I recovered all of REX's dummy warhead data.

[...]

No, sir. My cover is intact. Nobody knows who I really am.

[...]

Yes, sir. The DARPA Chief knew my identity, but he's been disposed of.

[...]

Yes, sir. The inferior one was the winner after all.

[...]

That's right. Until the very end, Liquid had thought he was the inferior one.

[...]

No, sir. No one knows that you were the third one, Solidus.

[...]

And the woman?

[...]

Yes, sir. I'll keep her under surveillance.

[...]

Yes, sir. Thank you. Goodbye, Mr. President.

CREDITS

GAME DESIGN: Emerson Matsuuchi
LEAD DEVELOPER: Christopher Hamm
DEVELOPMENT: Brieger Creative, Michael Shinall, and Jordy Adan
VP OF DESIGN AND DEVELOPMENT: Guilherme Goulart
LEAD PRODUCER: Kenneth Tan
PRODUCTION: Thiago Aranha, Daryl Choo, Randall Chua, Marcela Fabreti, Rebecca Ho, Isadora Leite, Erwann Le Torrivellec, Nicholas Sia, and Gregory Varghese
ART DIRECTOR: Mathieu Harlaut
ART: Marco Checchetto and Saeed Jalabi
GRAPHIC DESIGN: Max Duarte and Fabio de Castro
TILE ART: Henning Ludvigsen
GRAPHIC ILLUSTRATION: Kenneth Loh
SCULPTING: BigChild Creatives and Aragorn Marks
DIRECTOR OF PLASTICS: Vincent Fontaine
RENDERING: Edgar Ramos
PROOFREADING: Jason Koepp
PUBLISHER: David Preti
PLAYTESTING: Eric Alvarado, Rafael Assaf, Eric Buscemi, Zach Connelly, Michael Dunsmore, Laura Erwin, Adrian Gilstrap, Don Gilstrap, William Gilstrap, Martin Gonzalvez, Jesse Harchack, Floyd Lu, Brian McKay, Fernando Monteiro, Oleg Mu, Nick Rosener, Amos Rozet, Jessica Solis, Alex Sennert, Paul Tapias, Jason Teague, Ashley Tinoco, Joel Velez, John Velgus, Ann Young, and Rich Young

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